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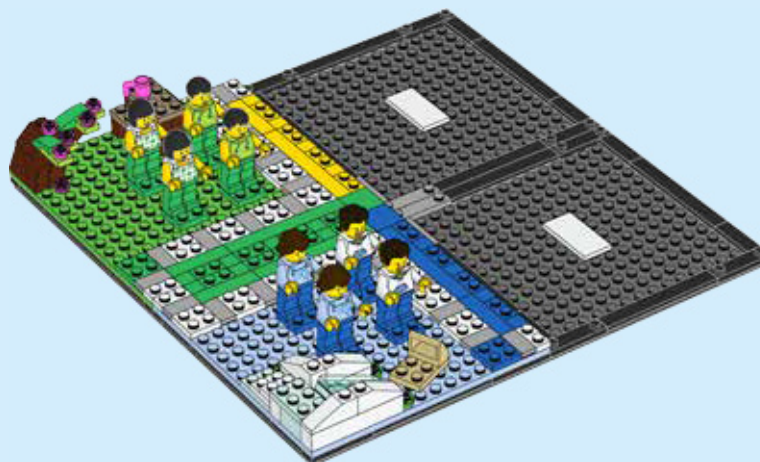
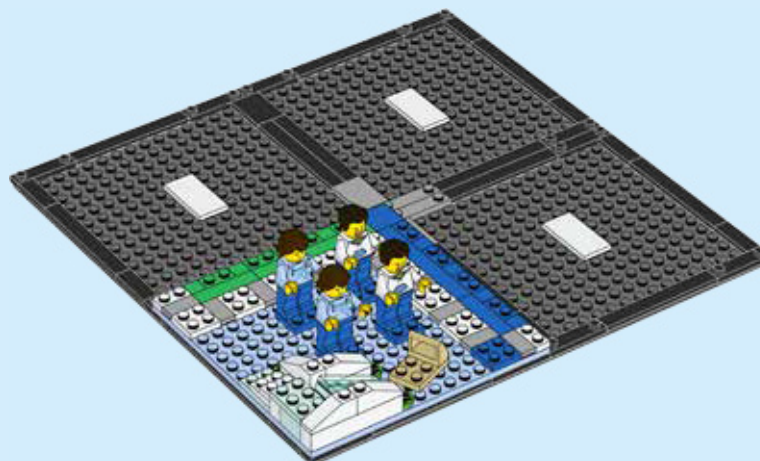
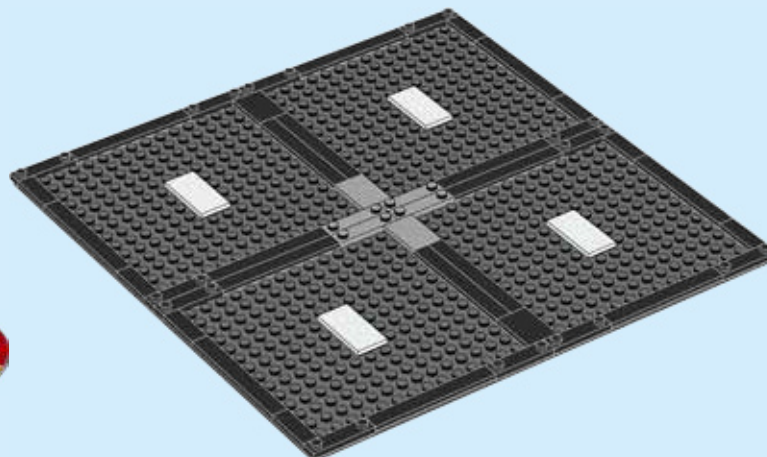
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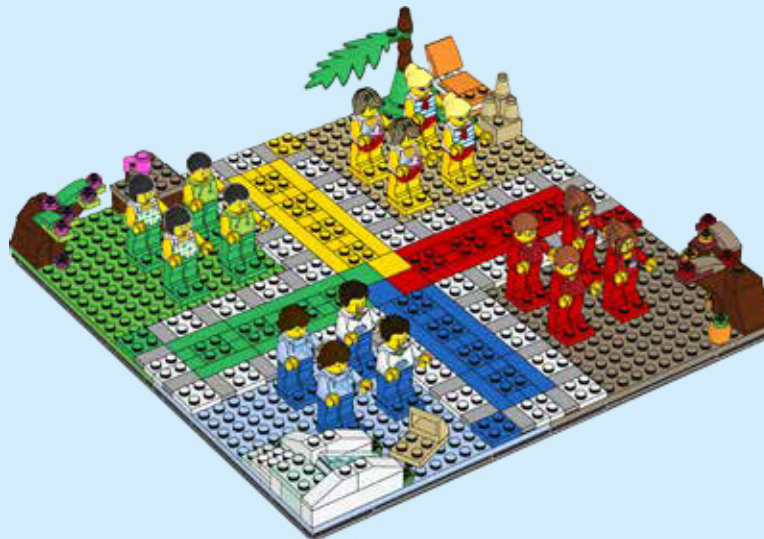
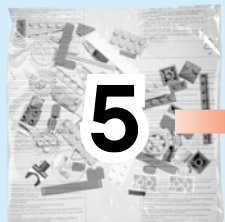
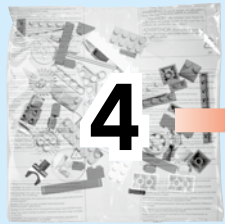


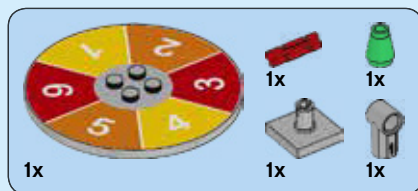
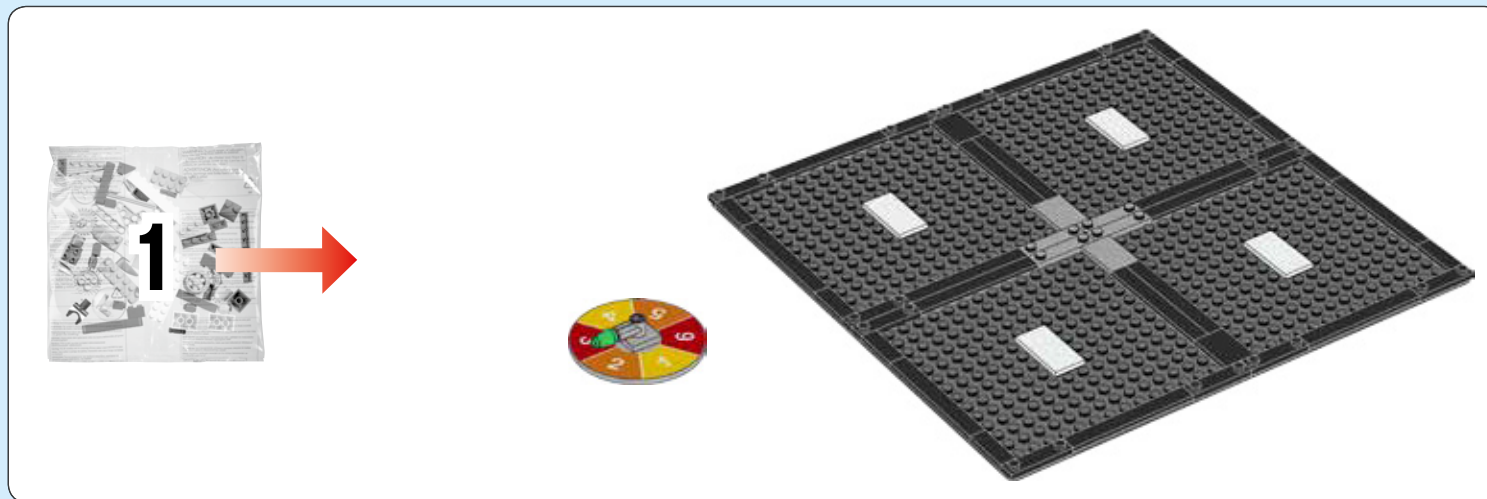


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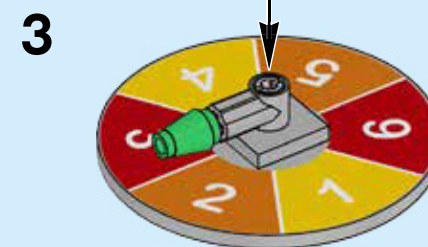
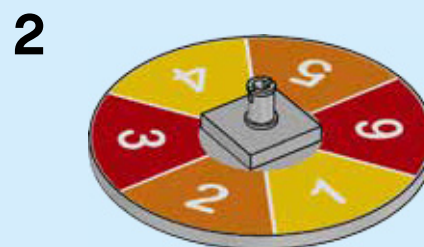
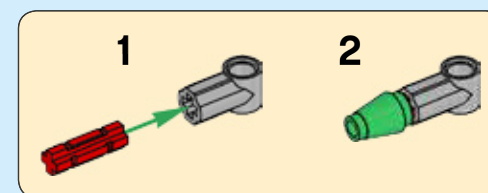
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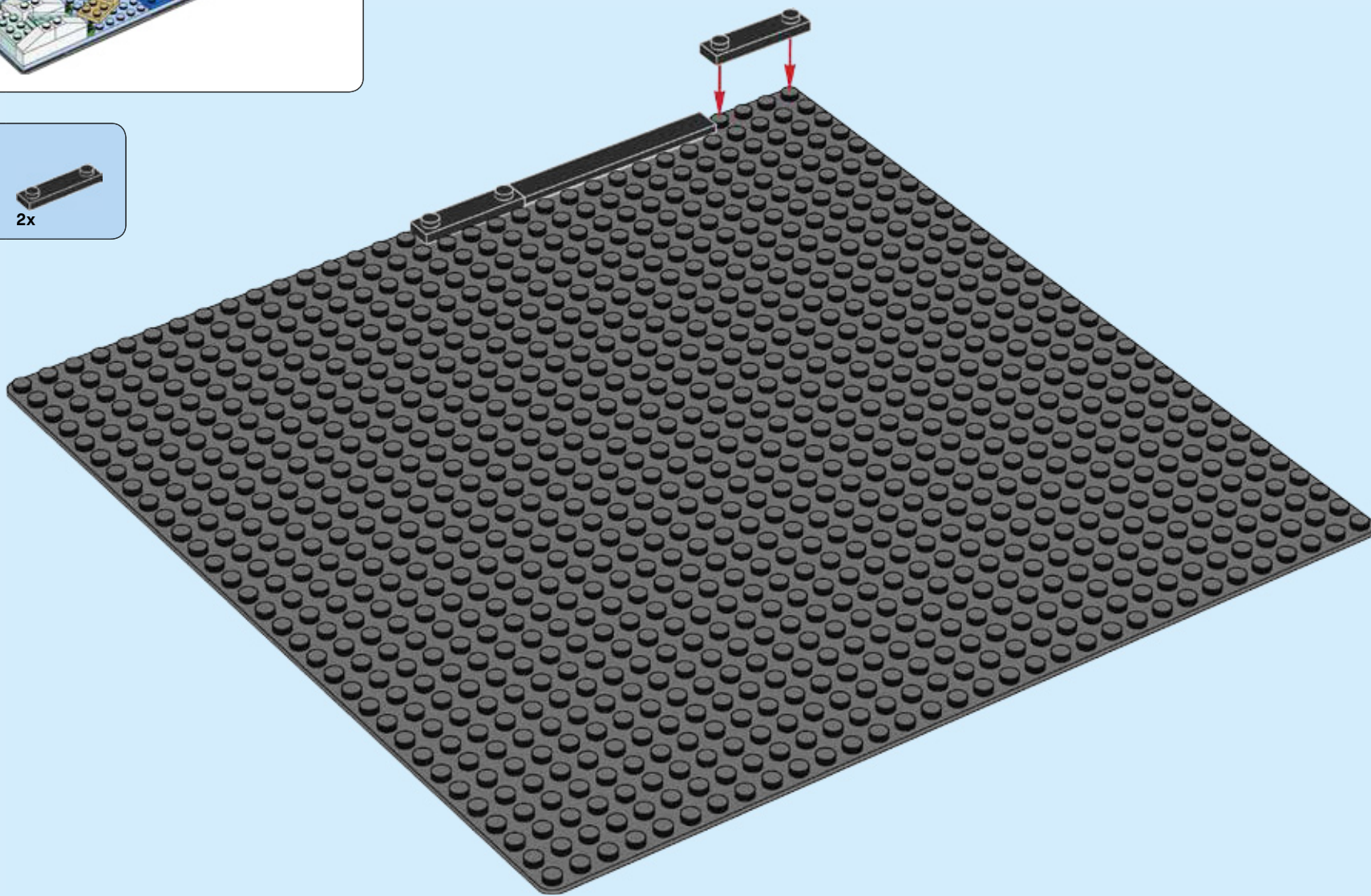


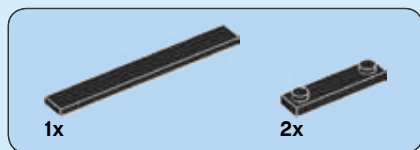
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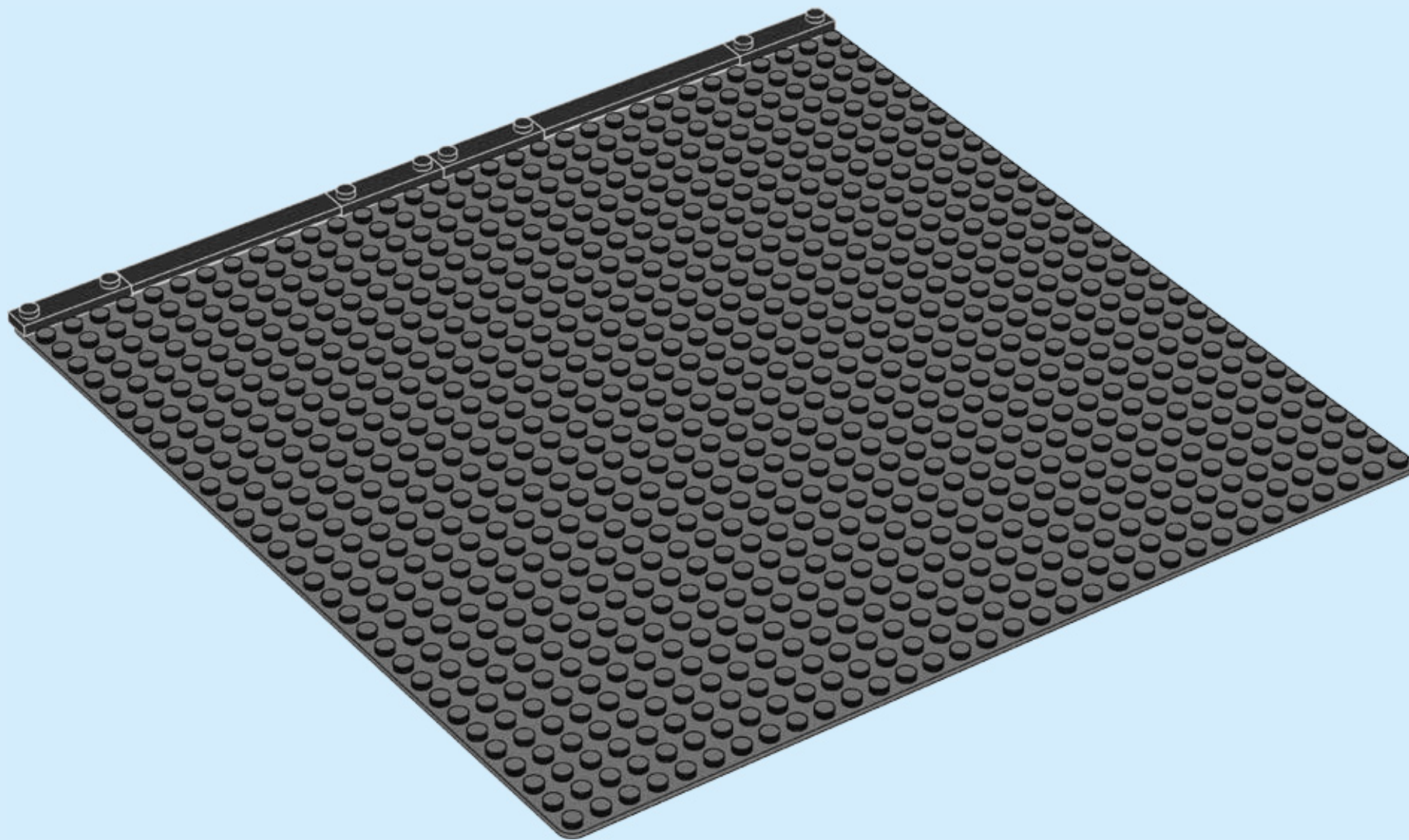


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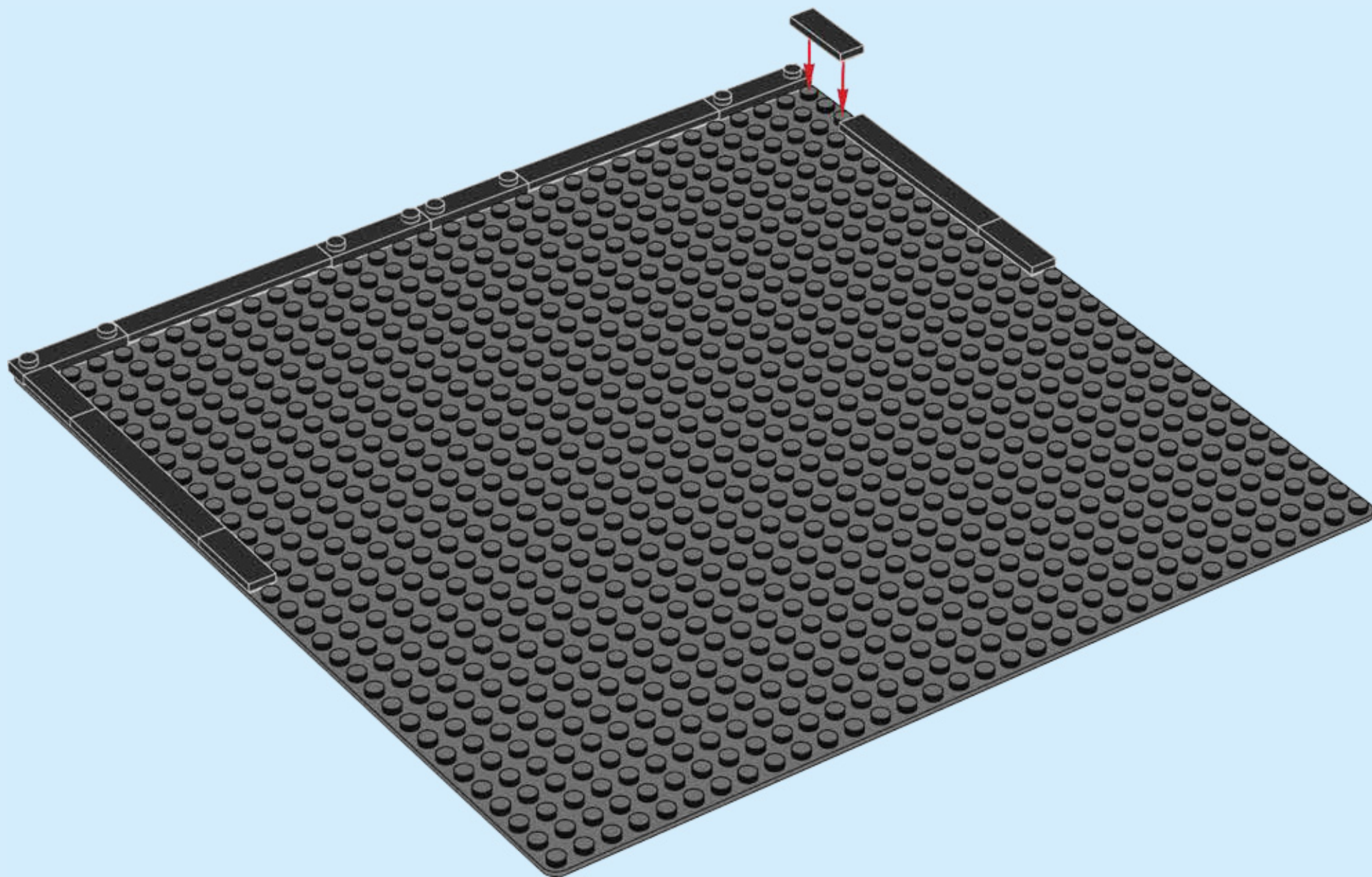


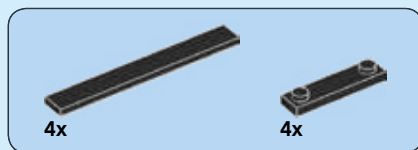
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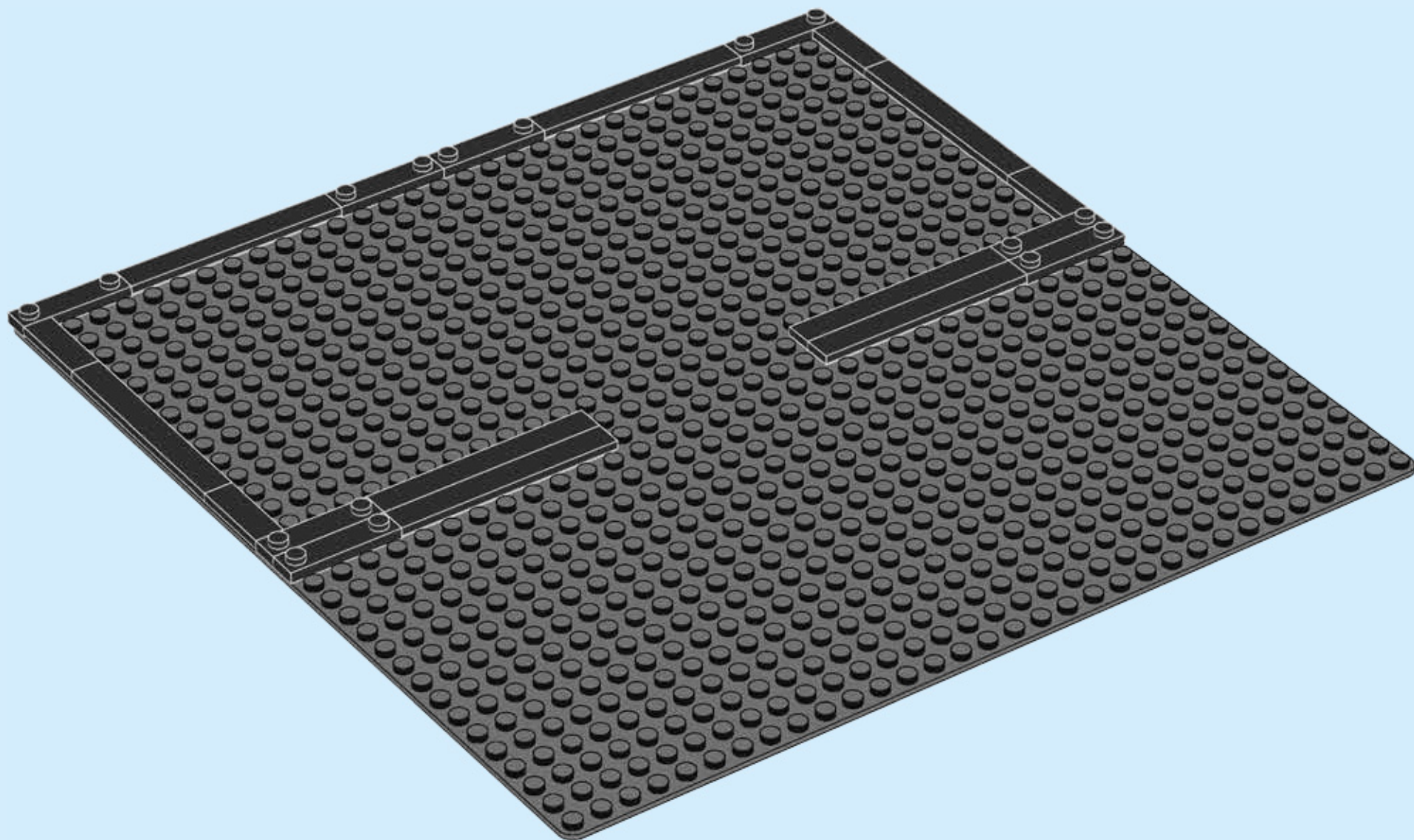


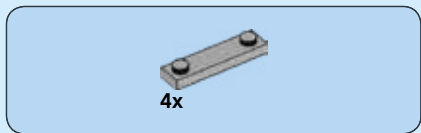
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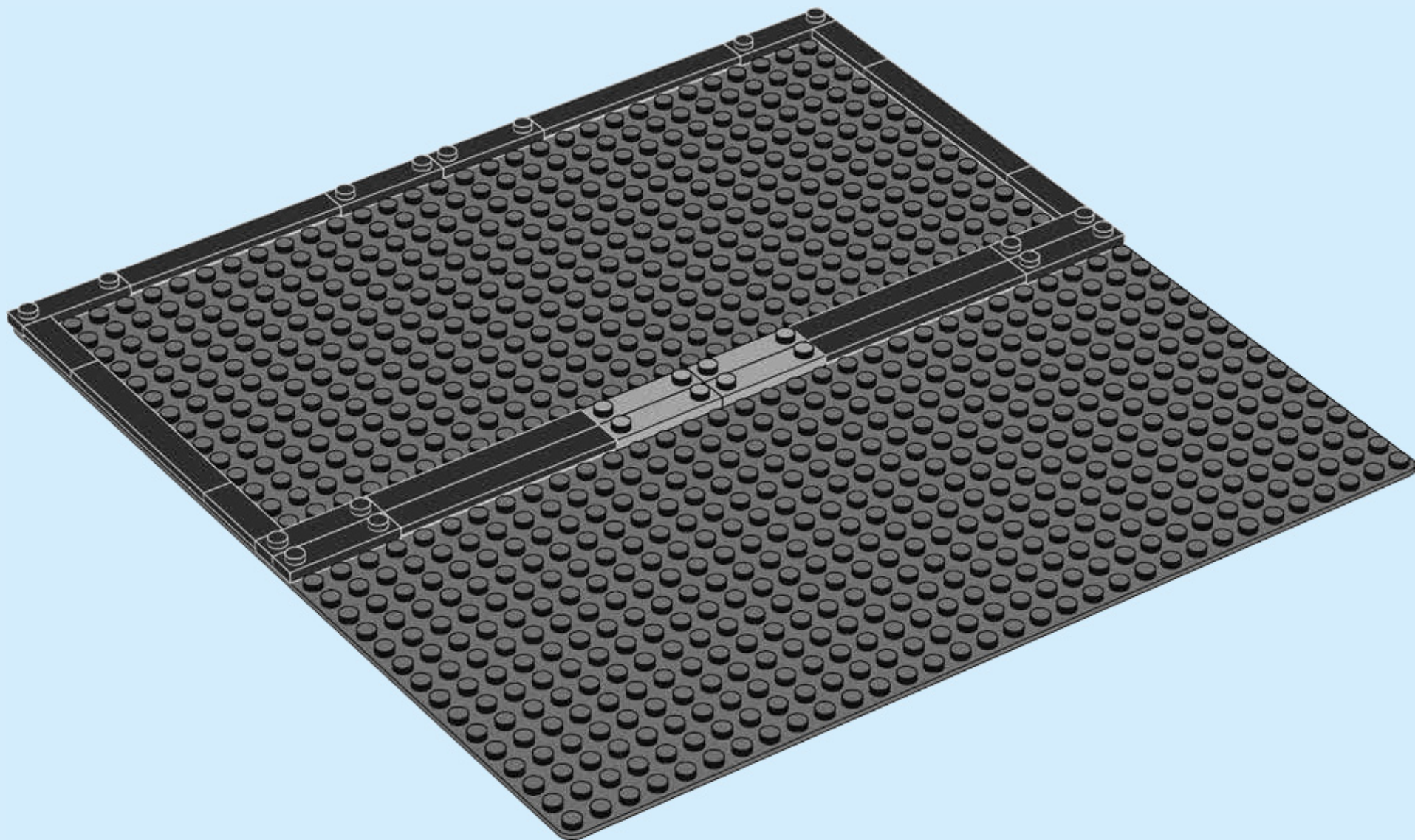


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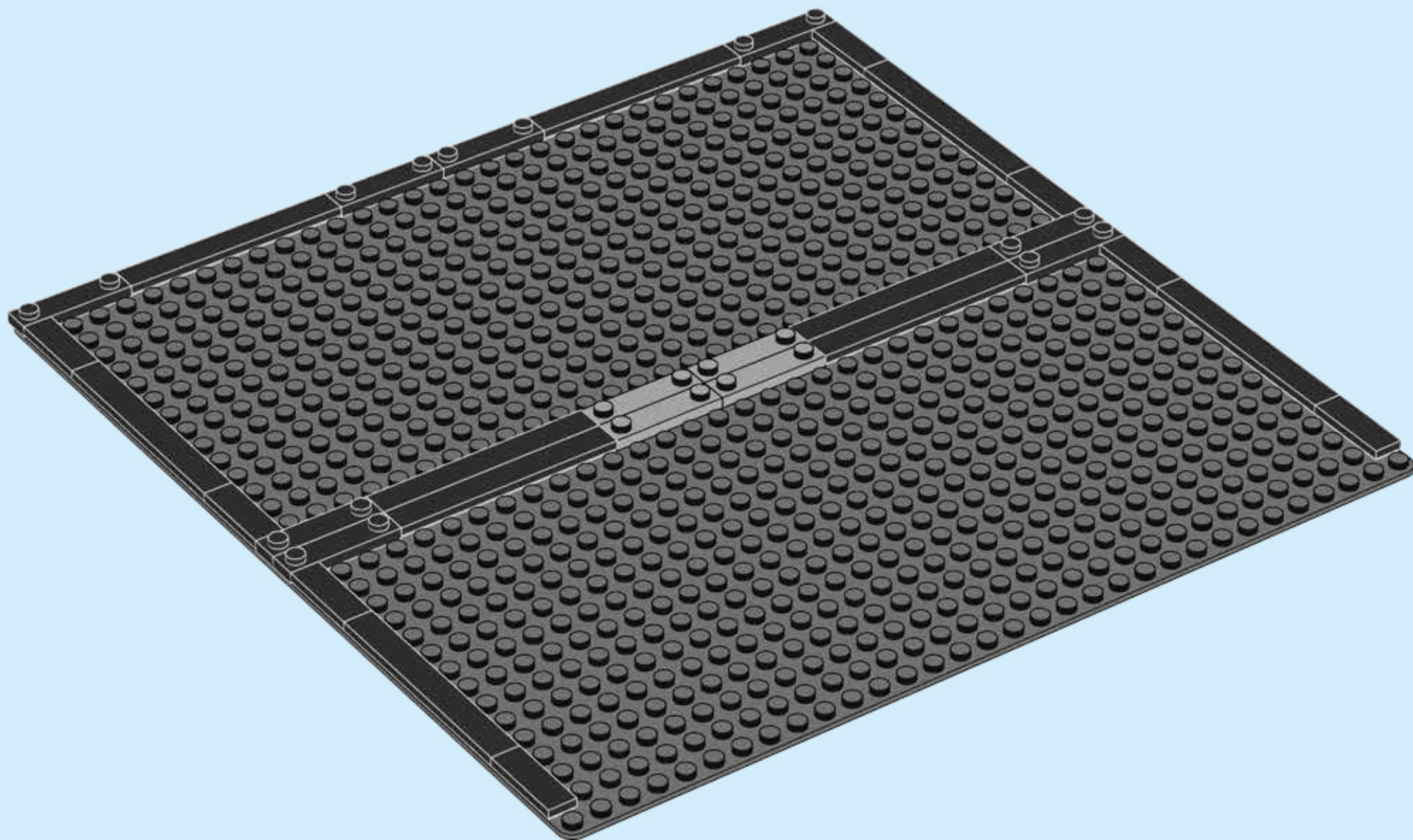


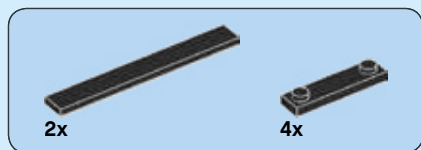
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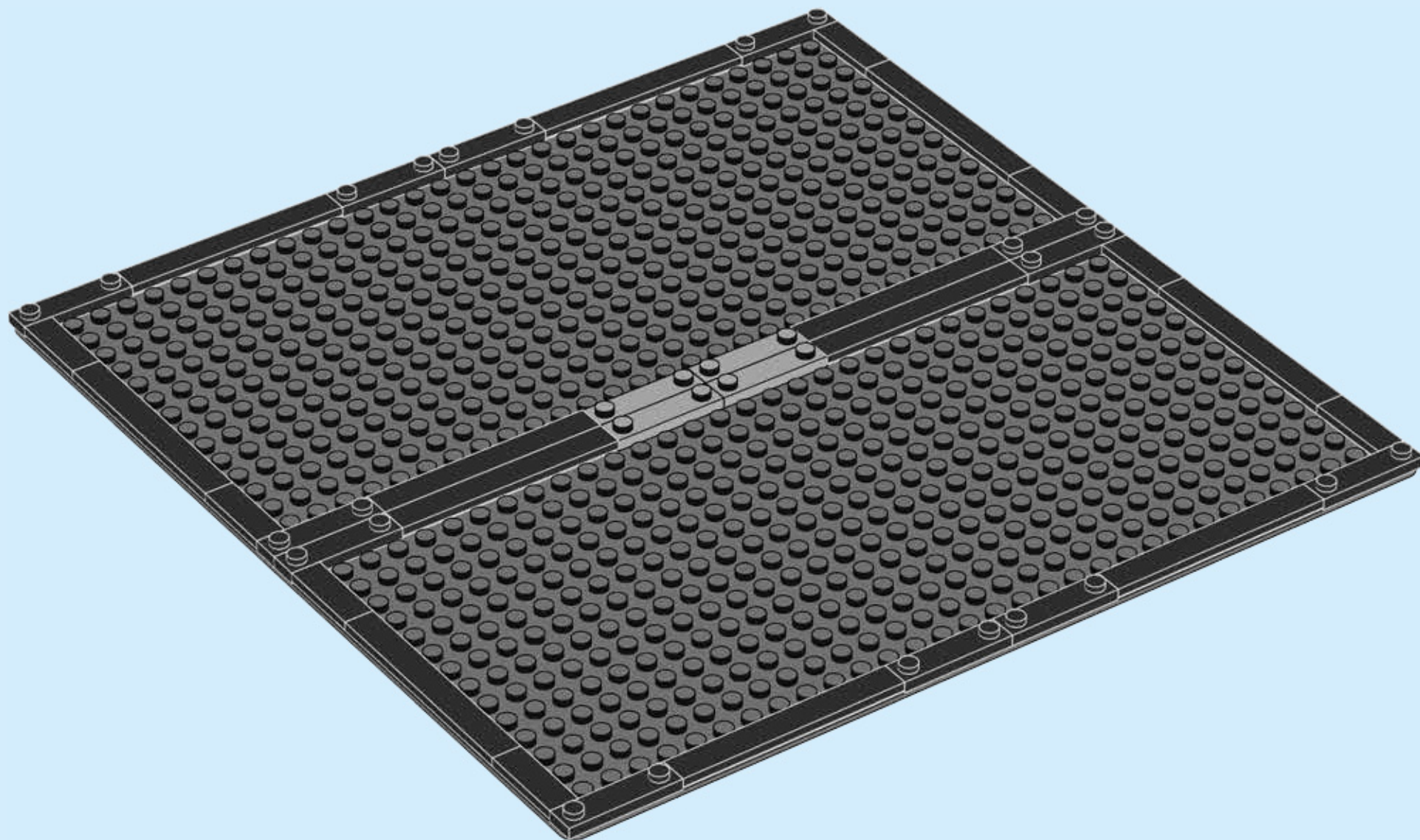


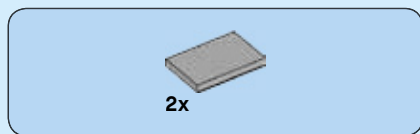
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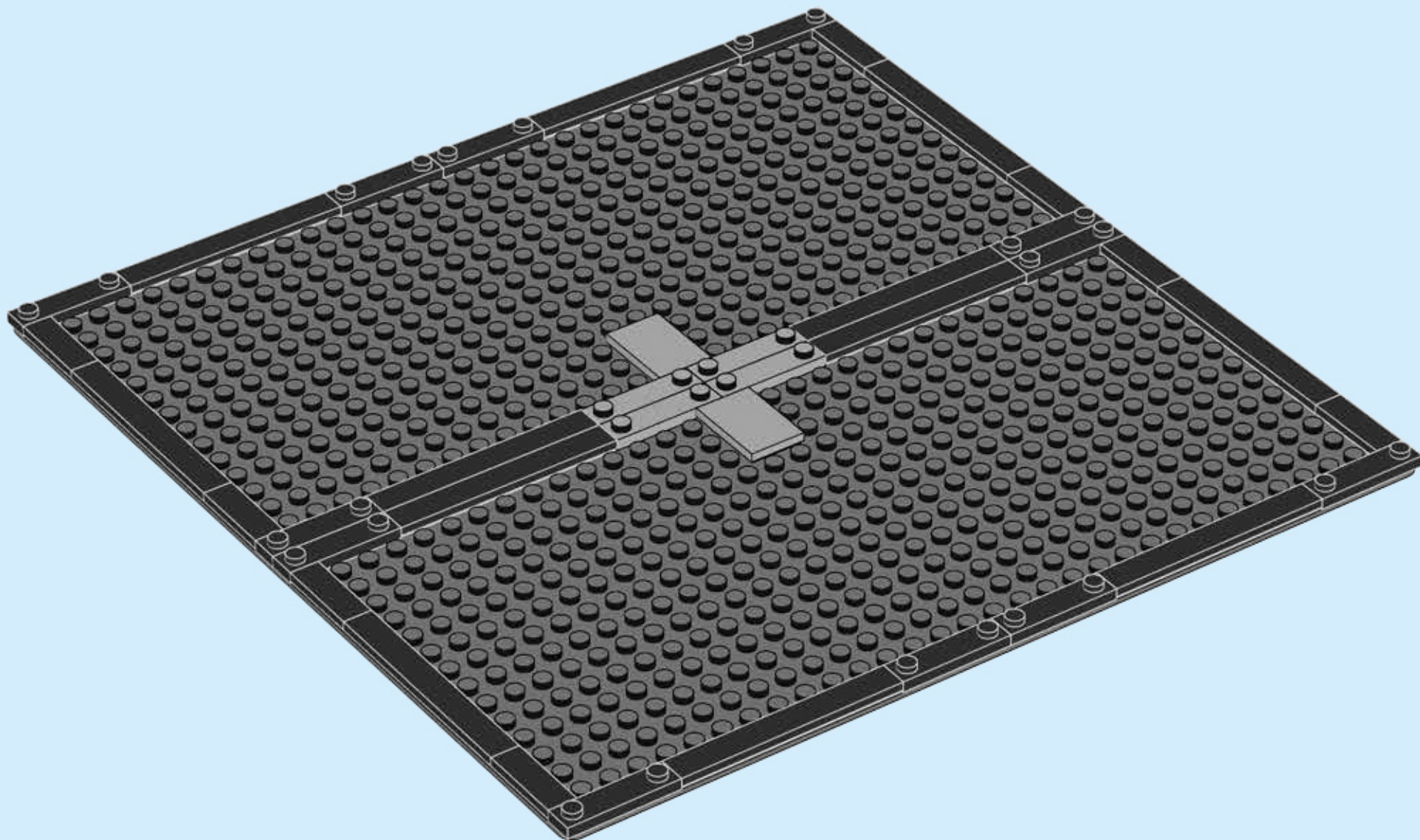


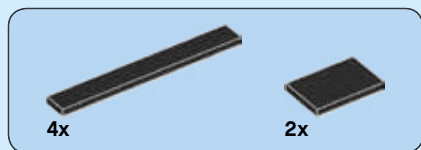
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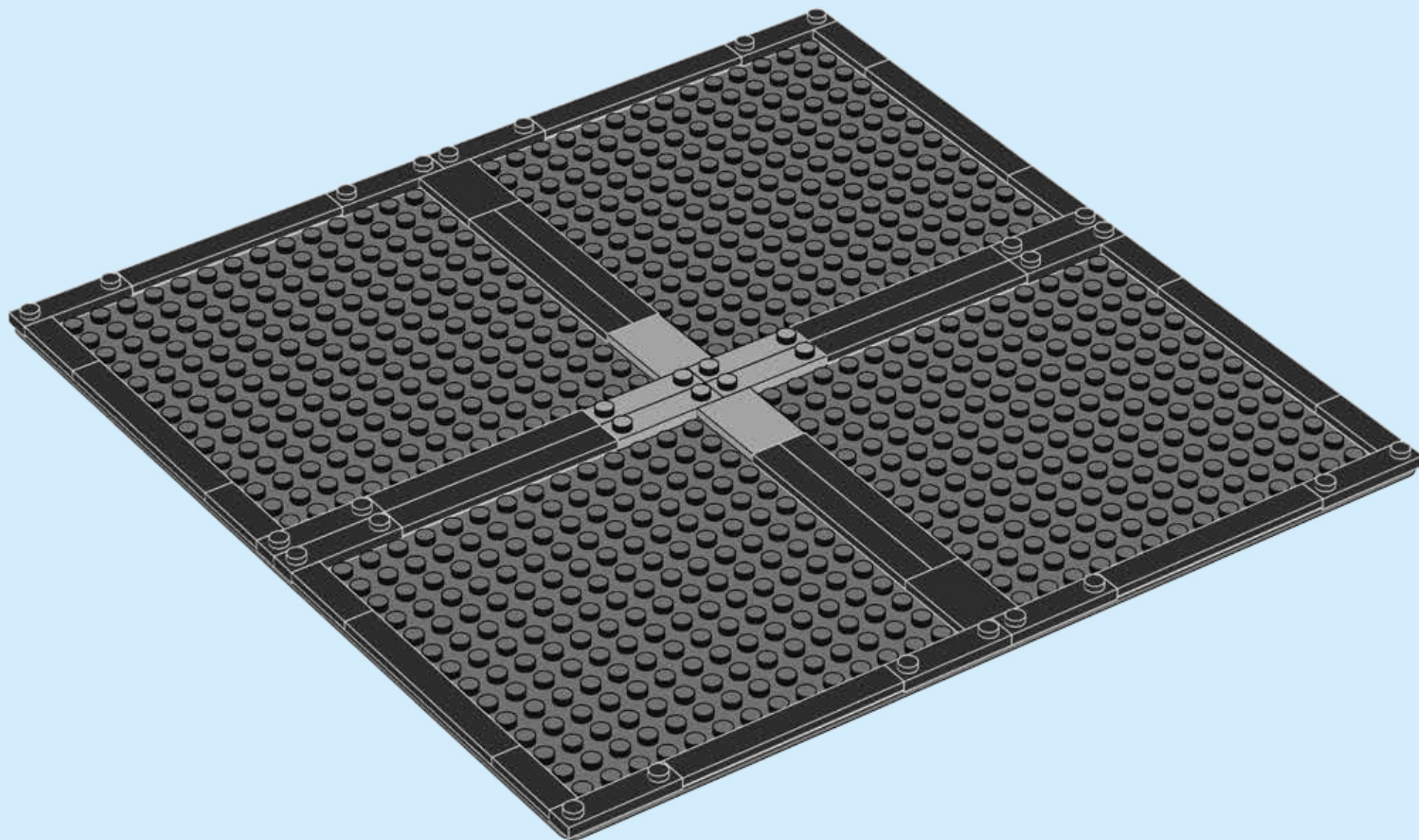


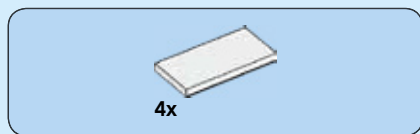
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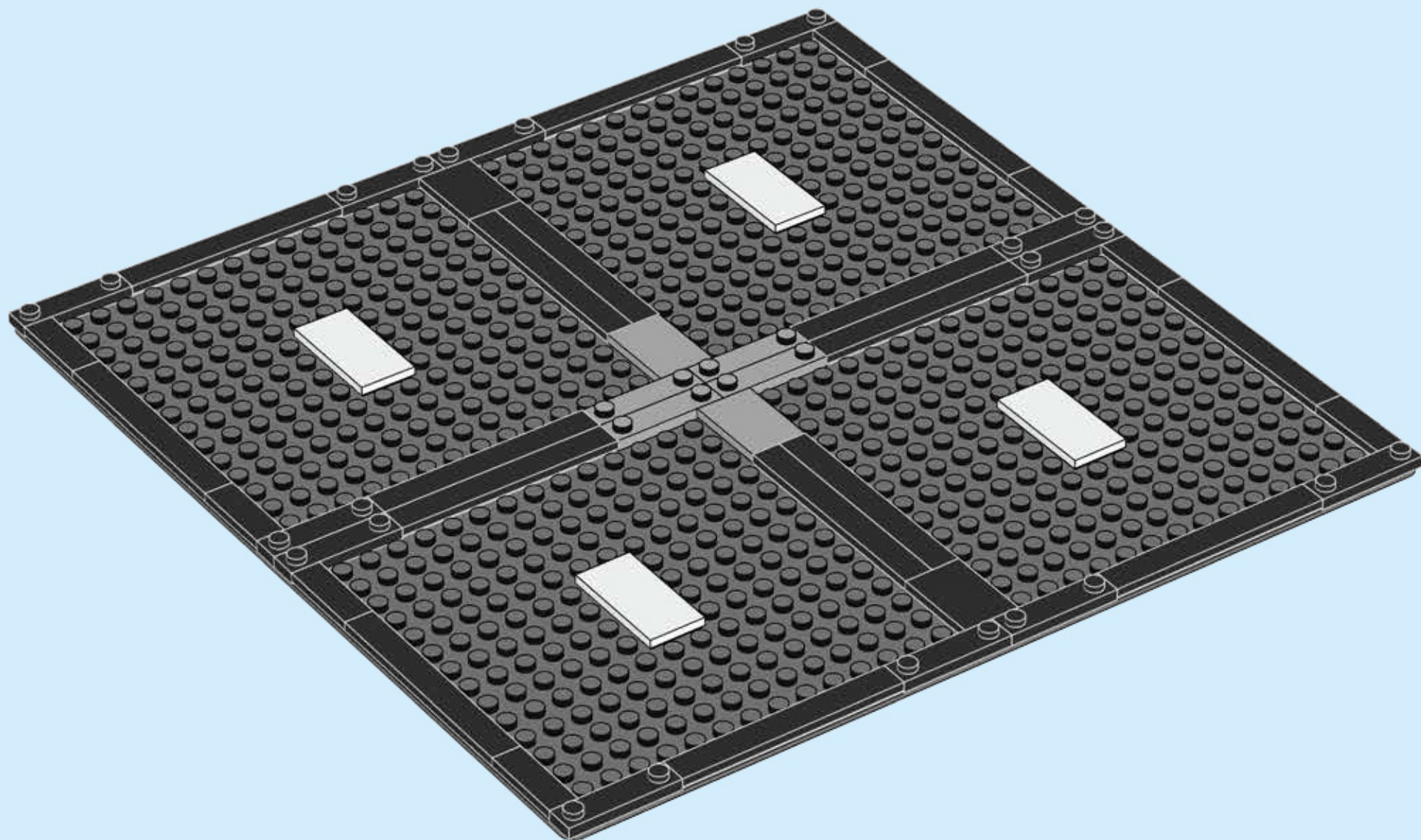


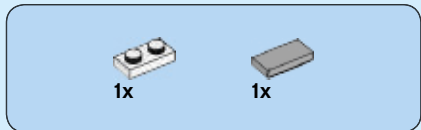
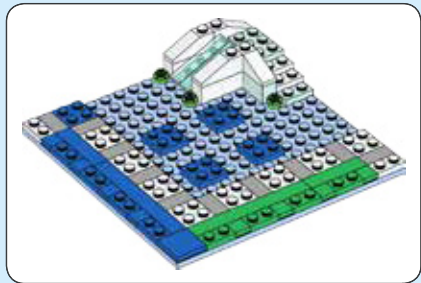
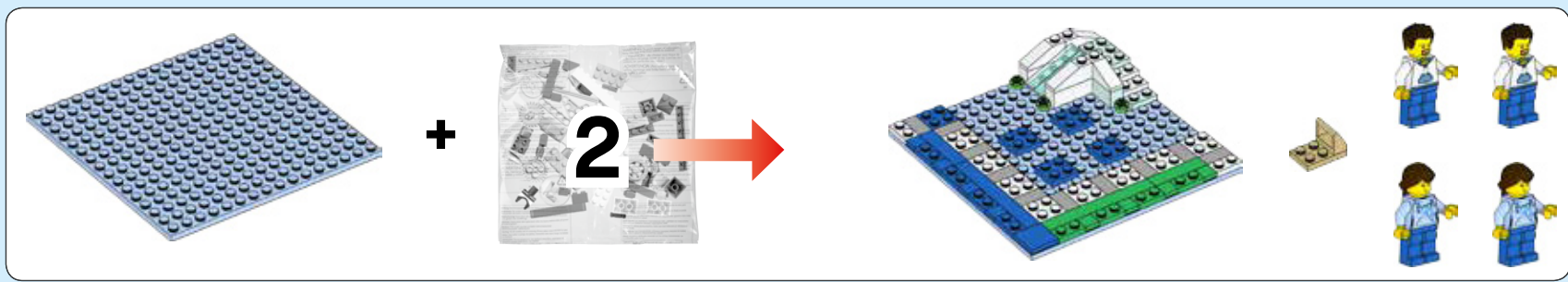
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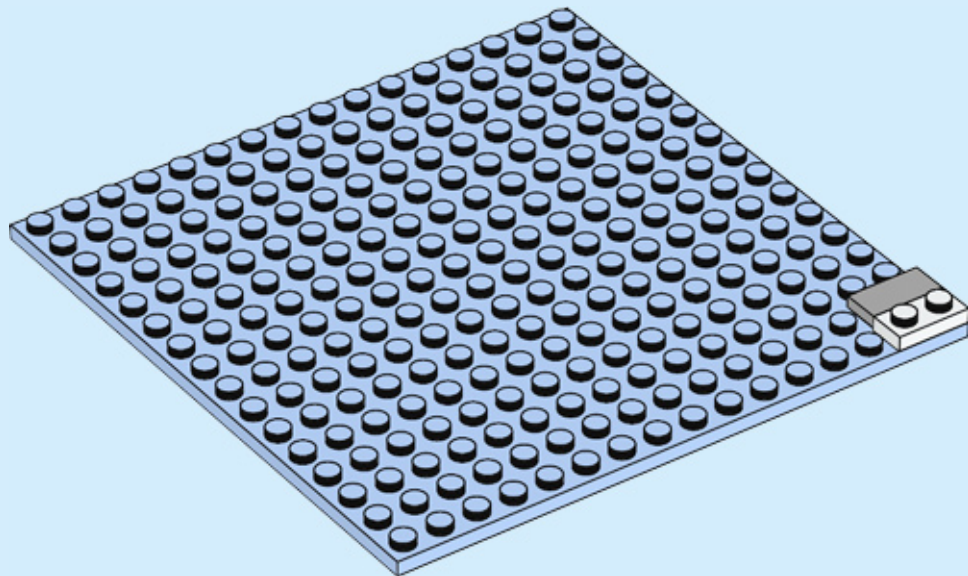


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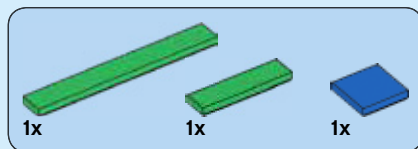
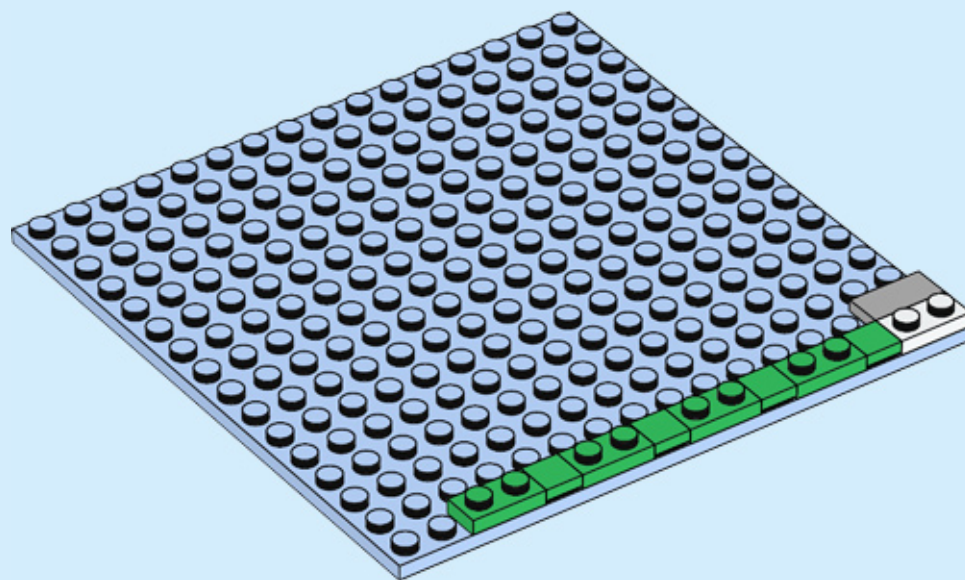


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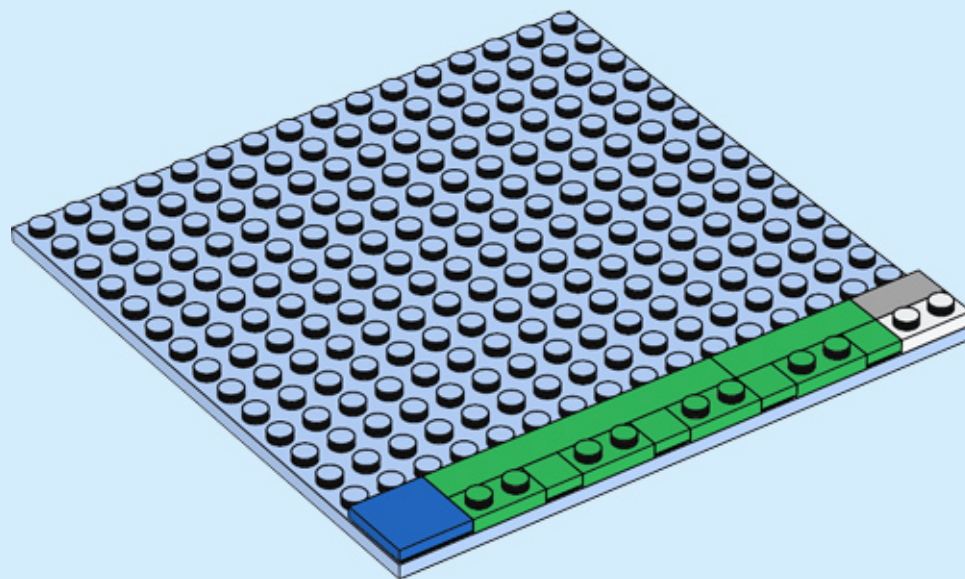


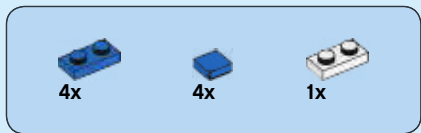


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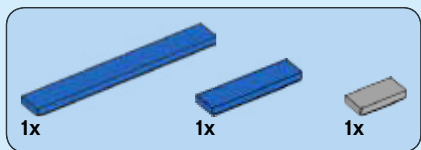
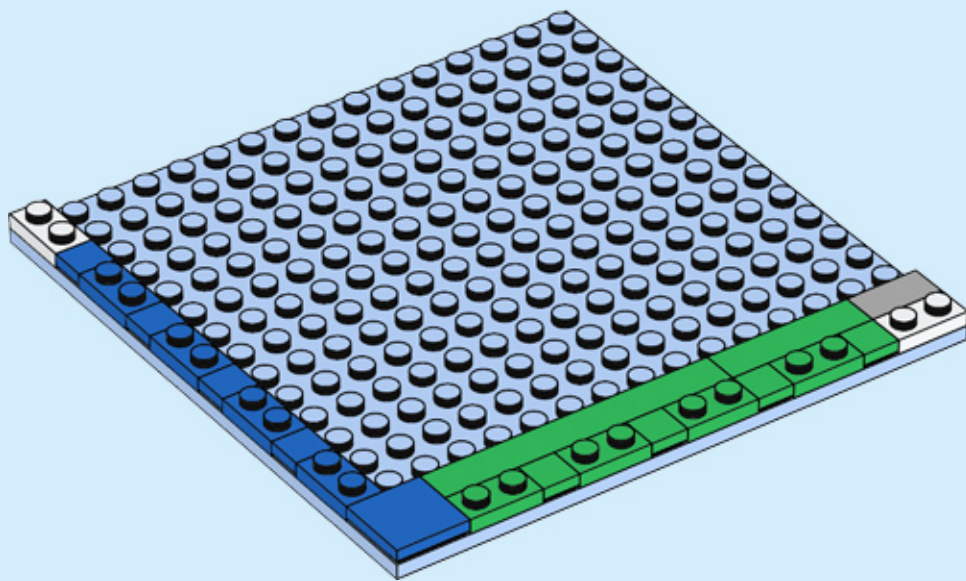


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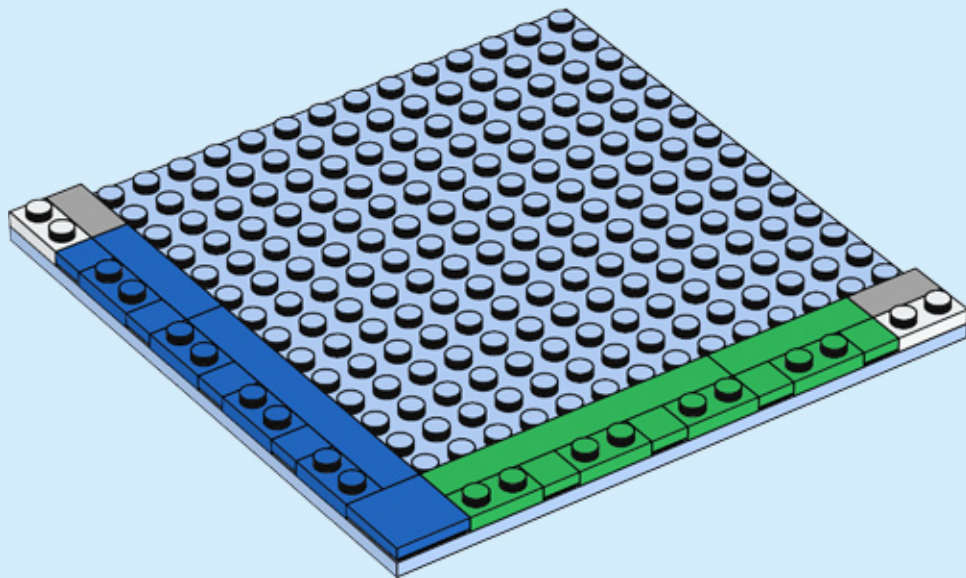


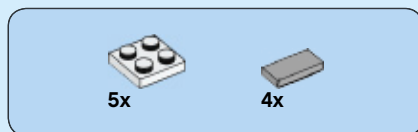


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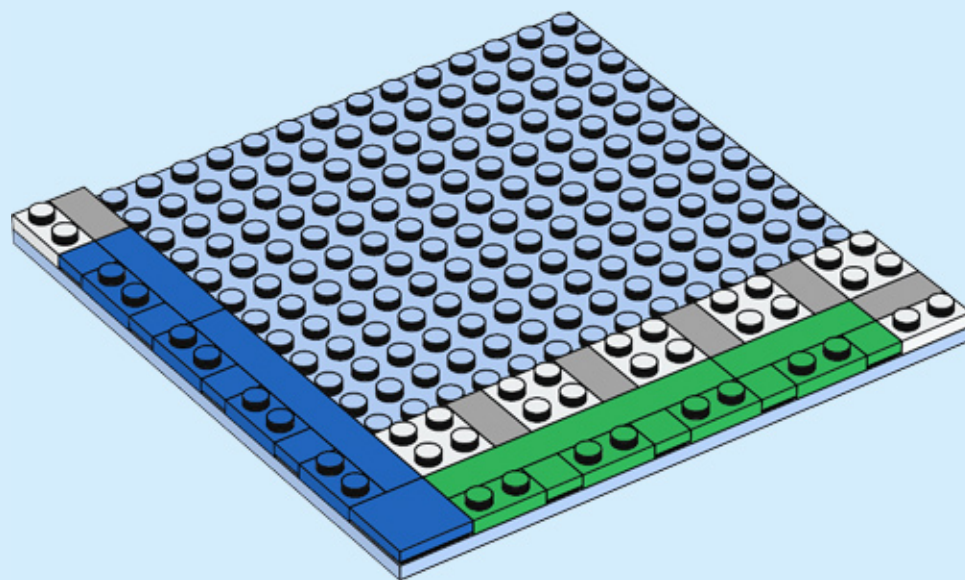


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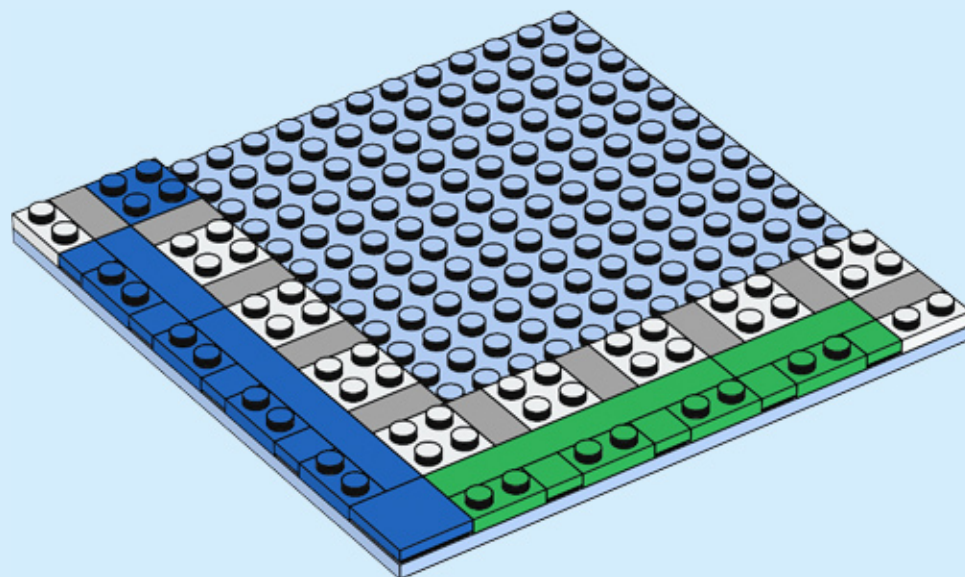




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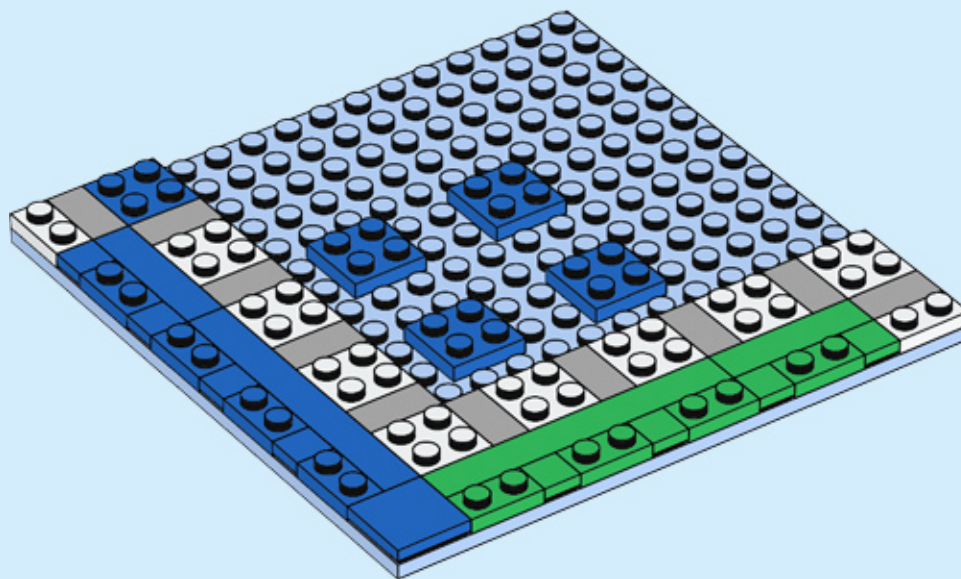
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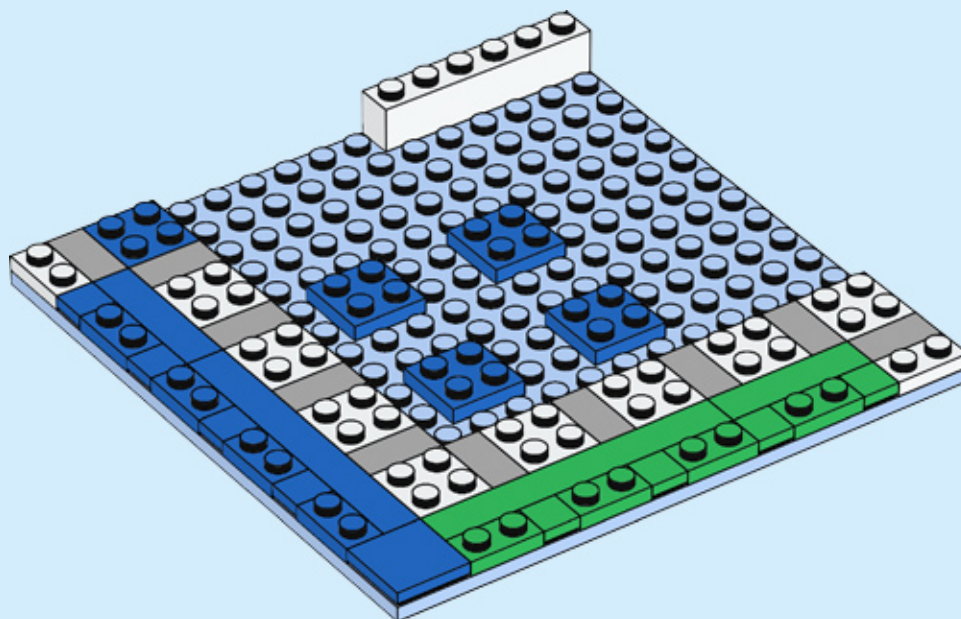
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18



1x

19



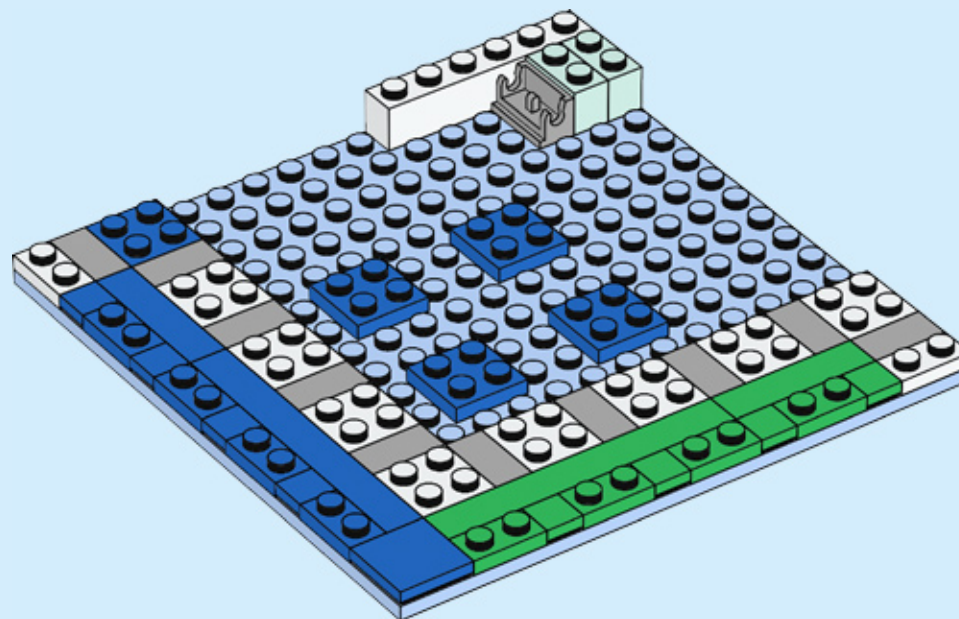


1x



2x

20



1x

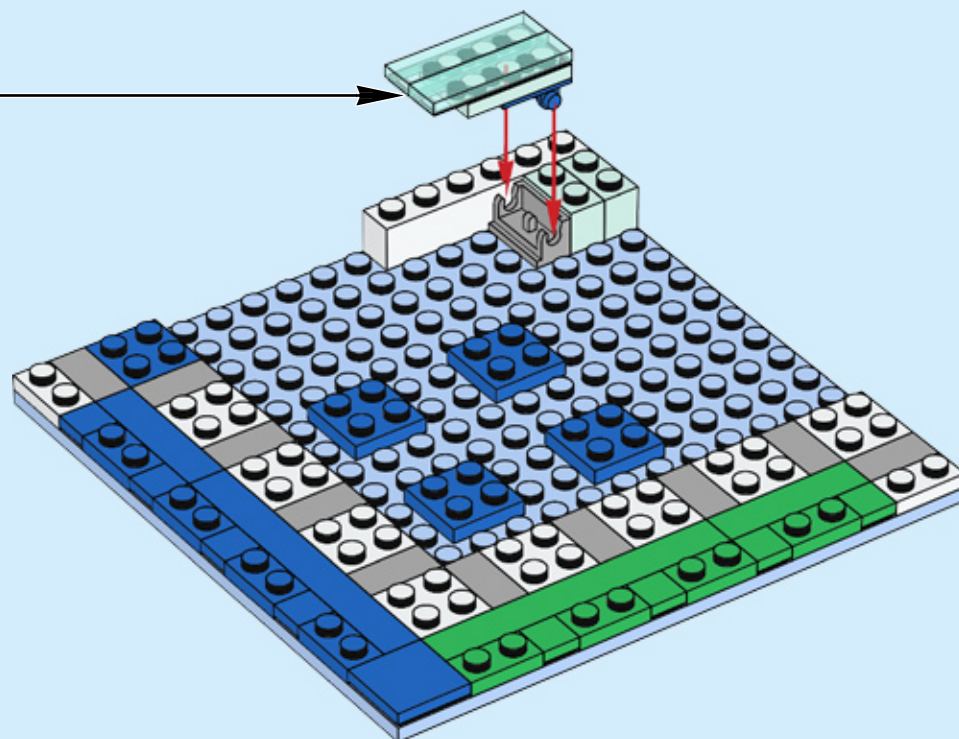


2x



1x

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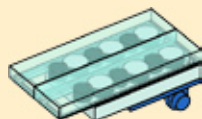
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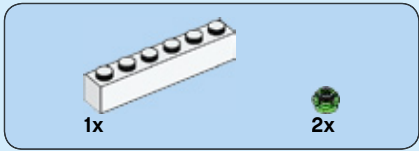


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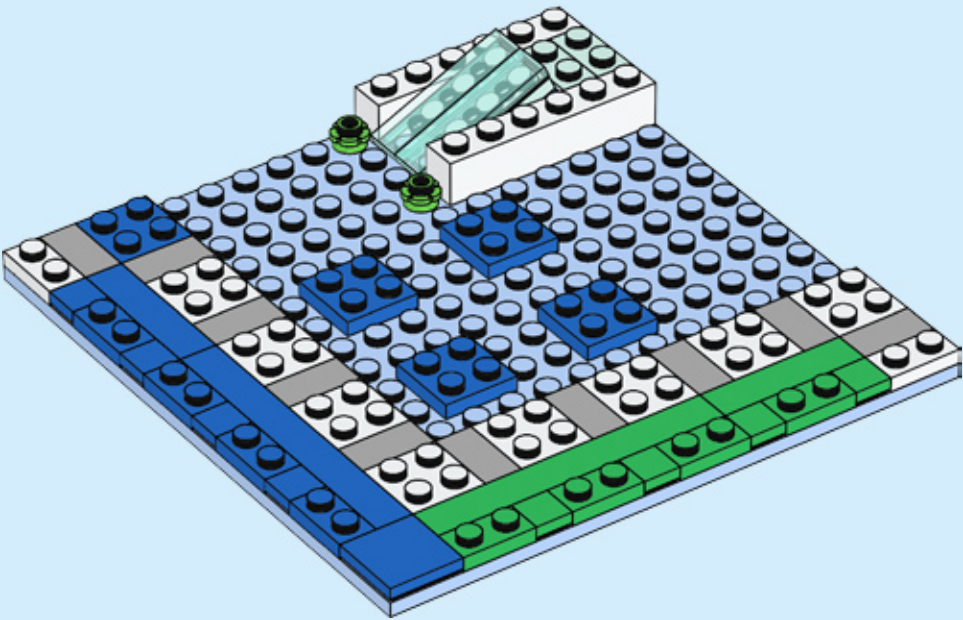


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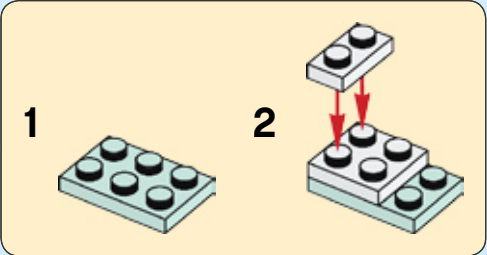
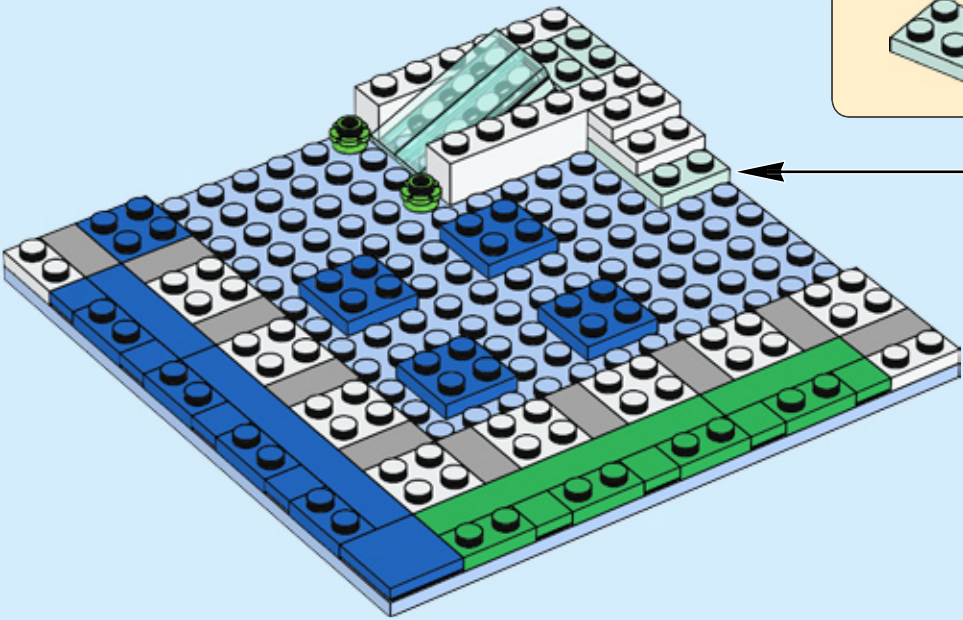




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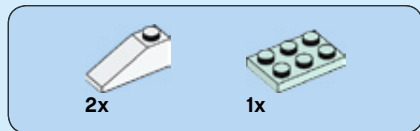
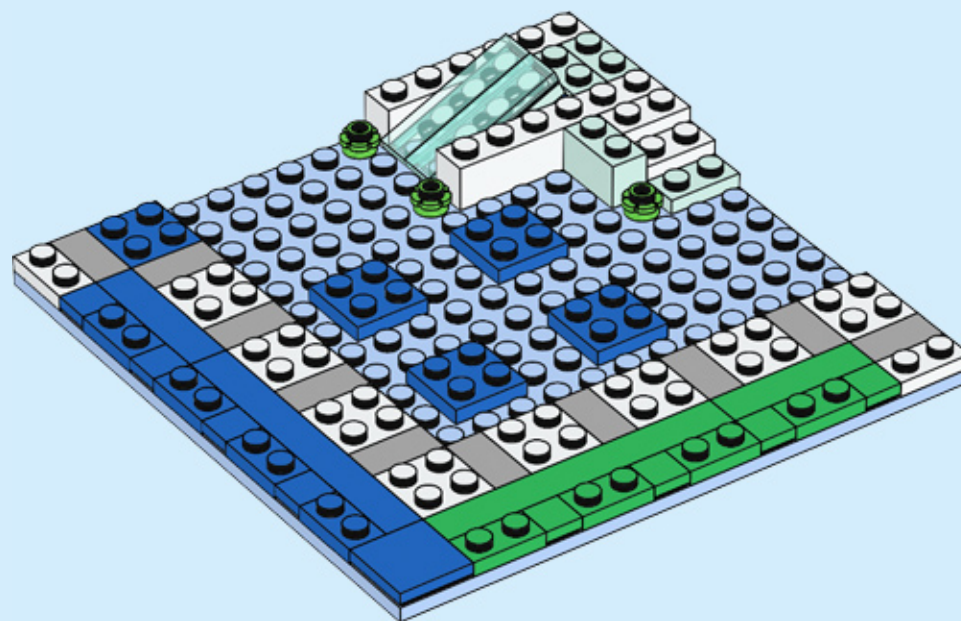


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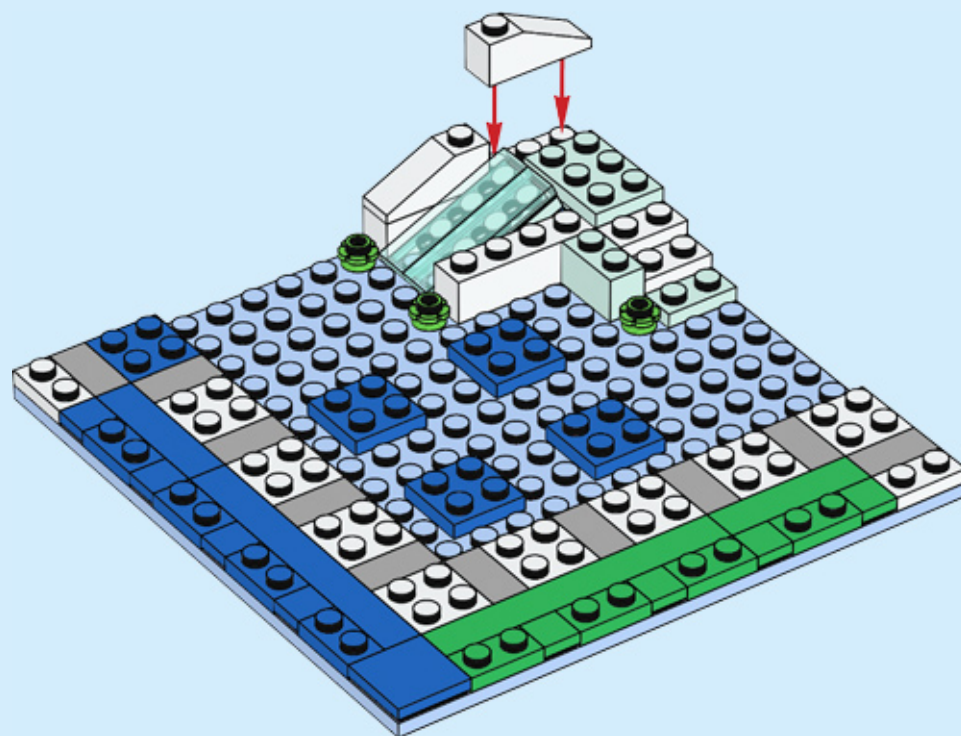




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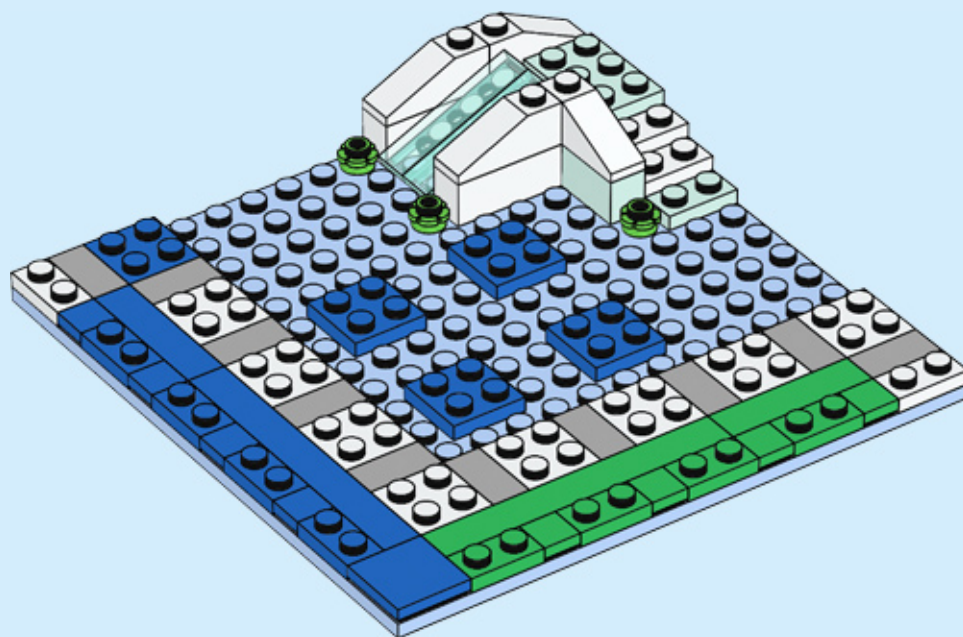
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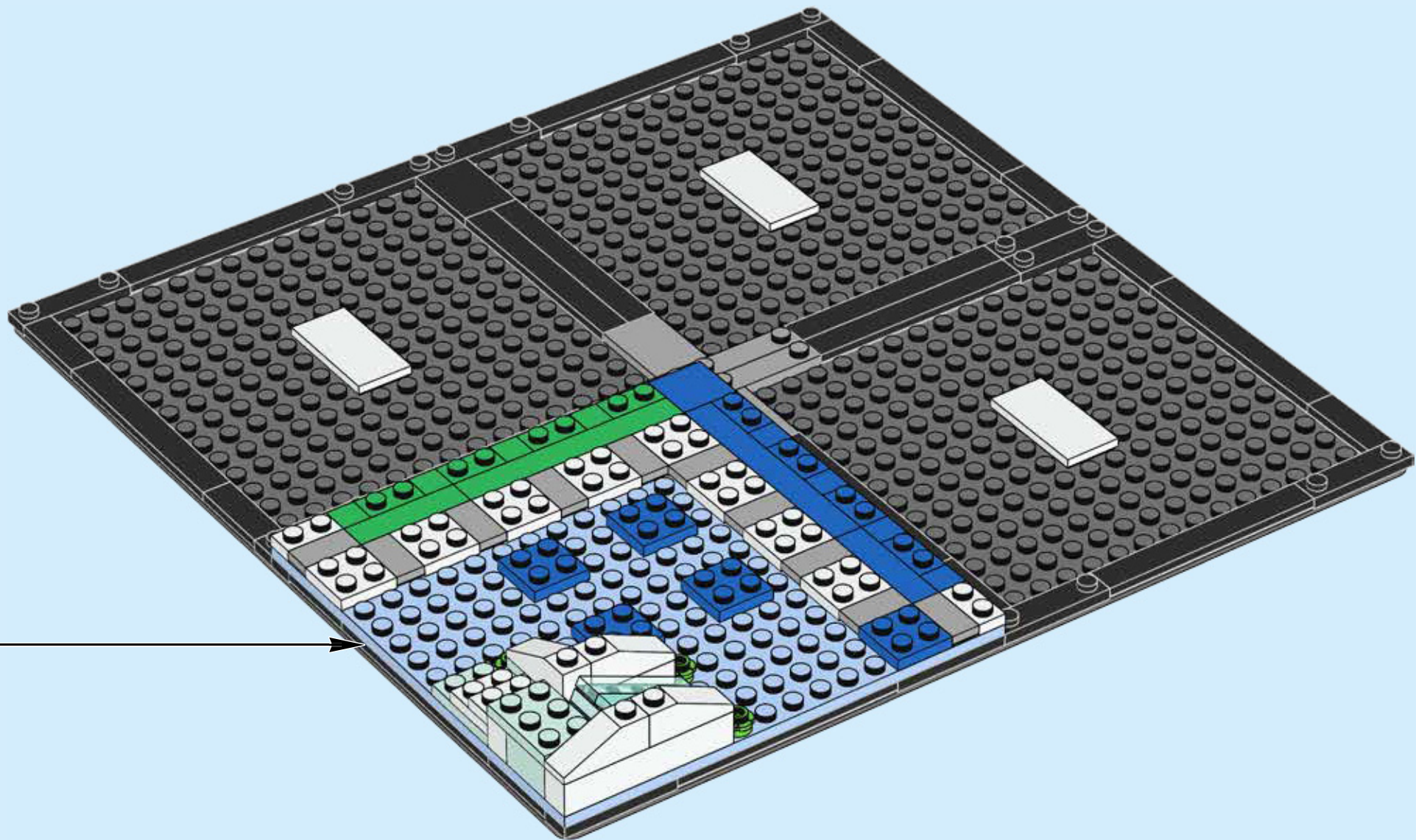




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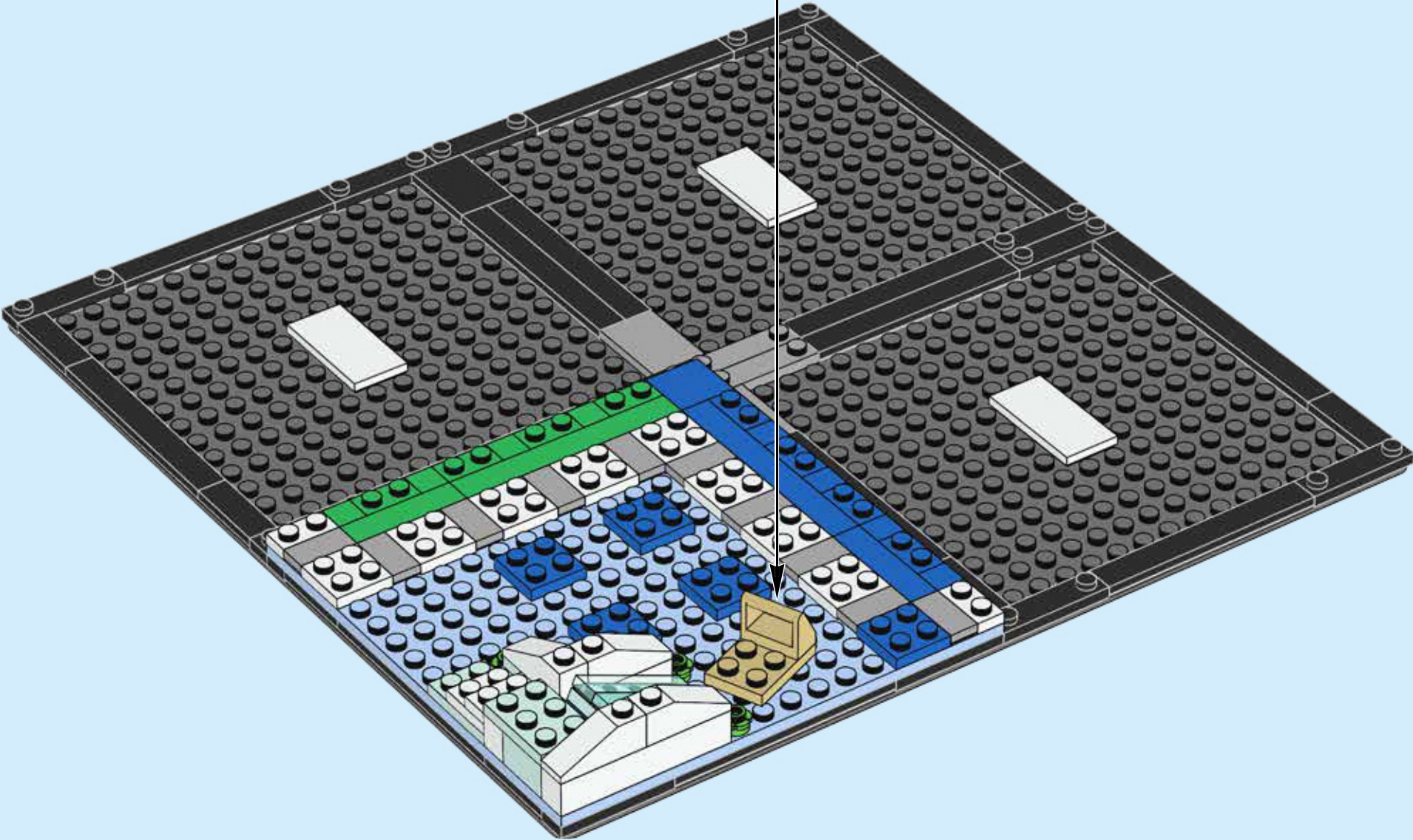
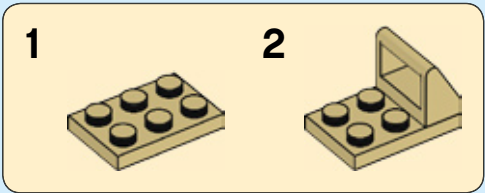
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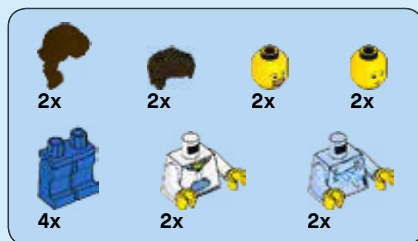




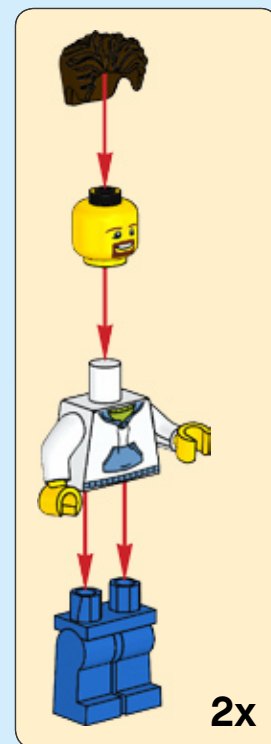
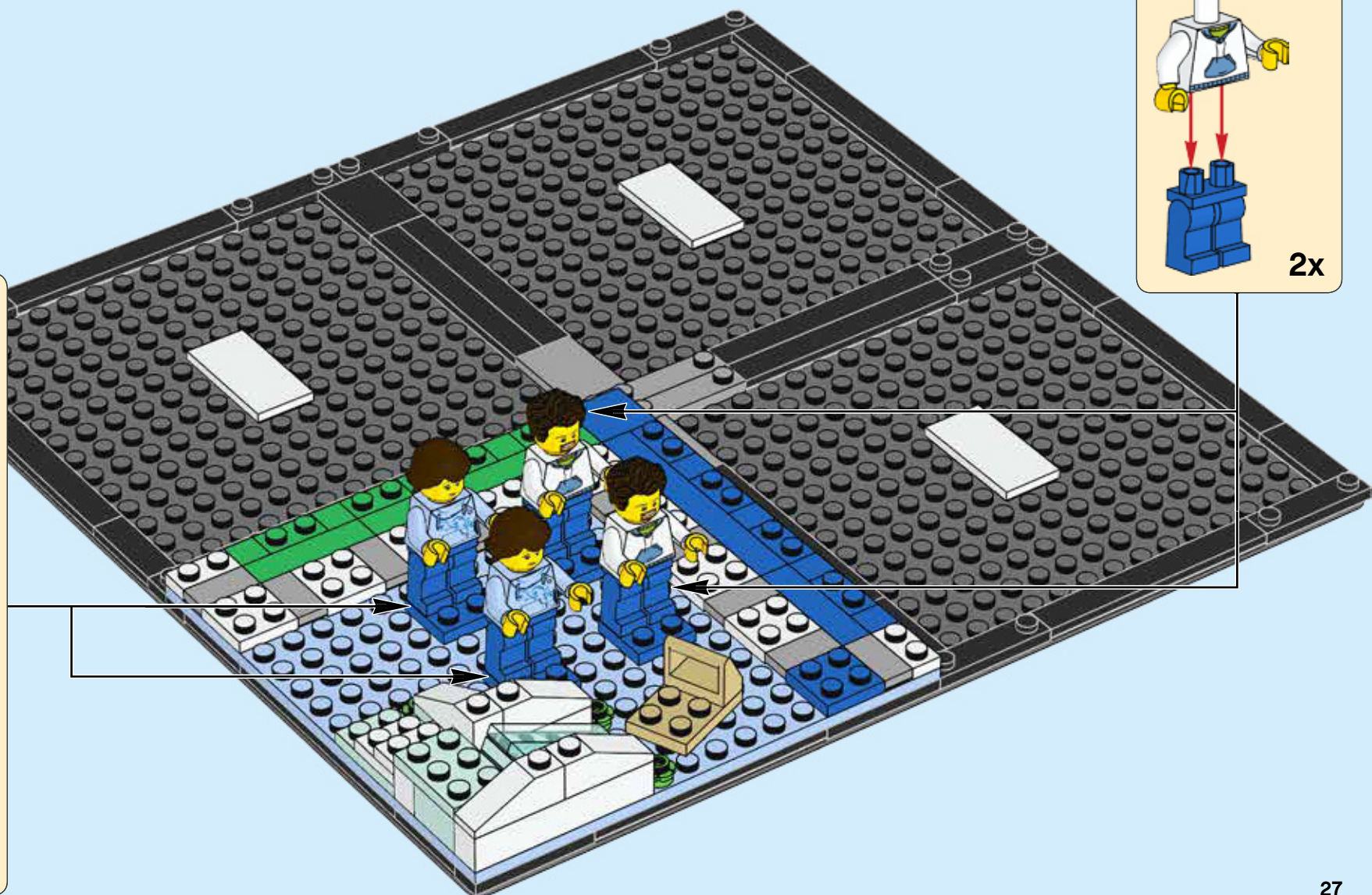
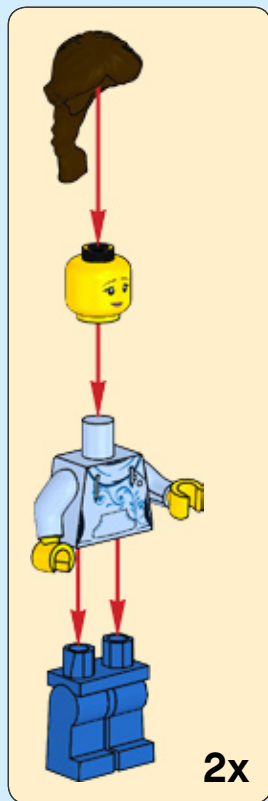


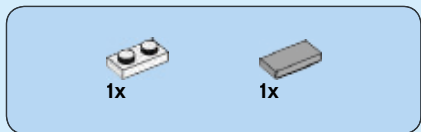
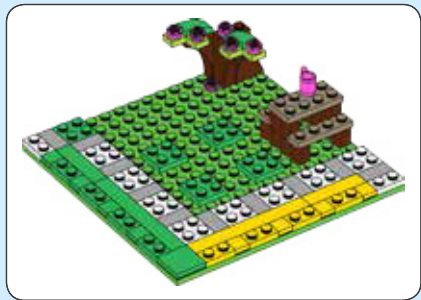
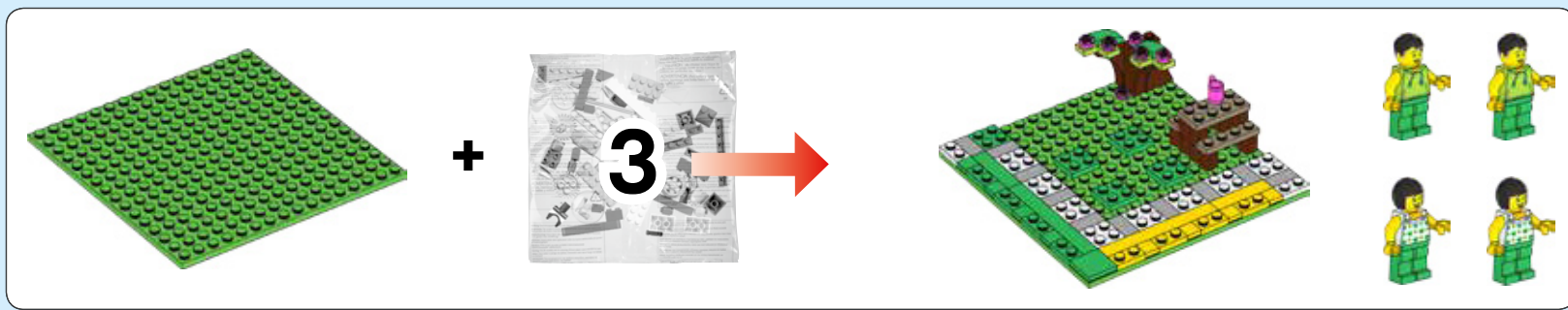
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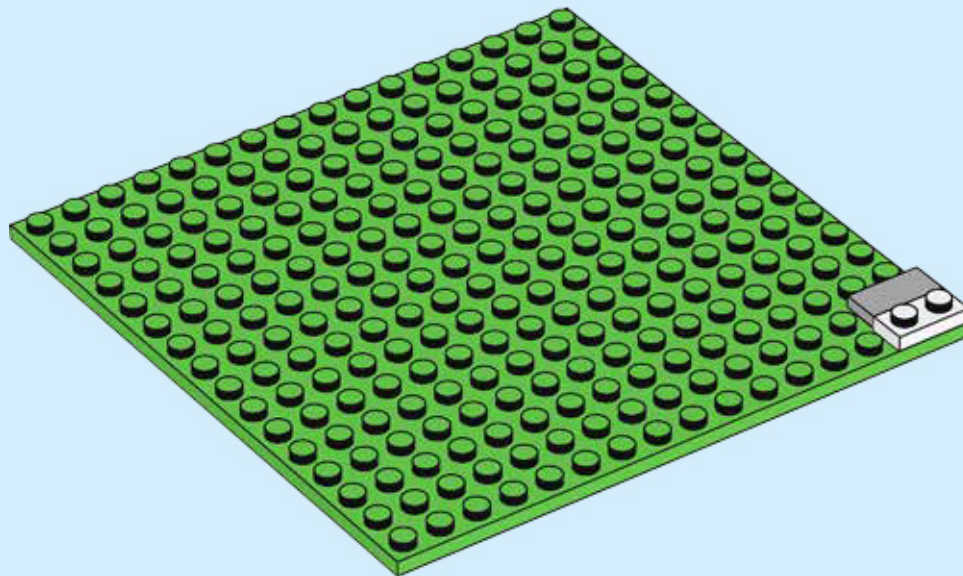


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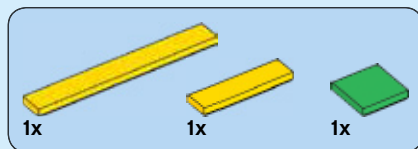
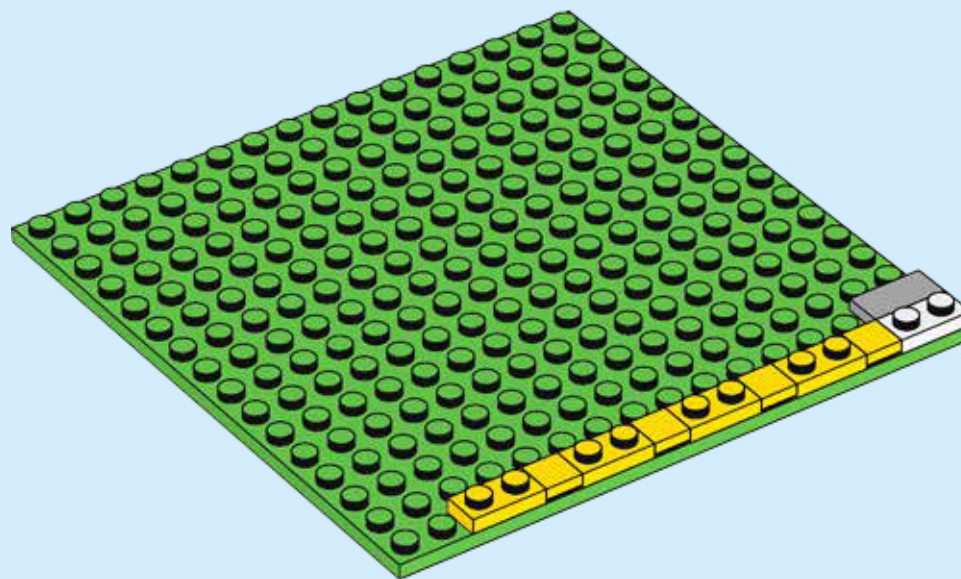


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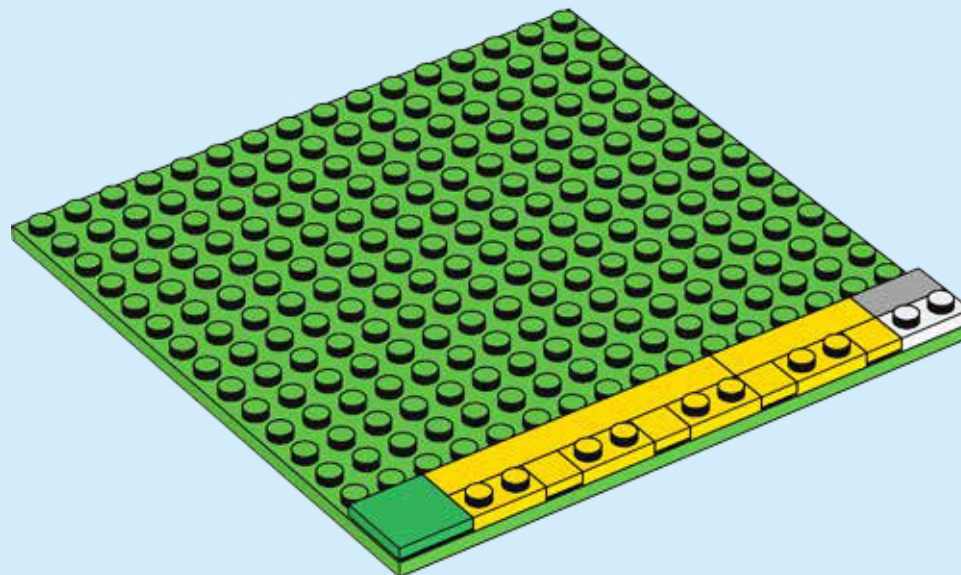


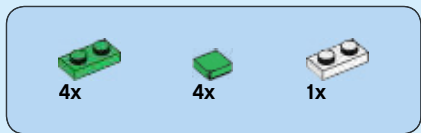


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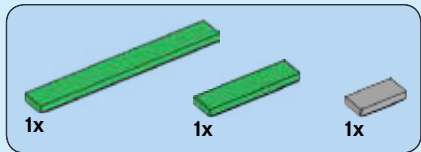
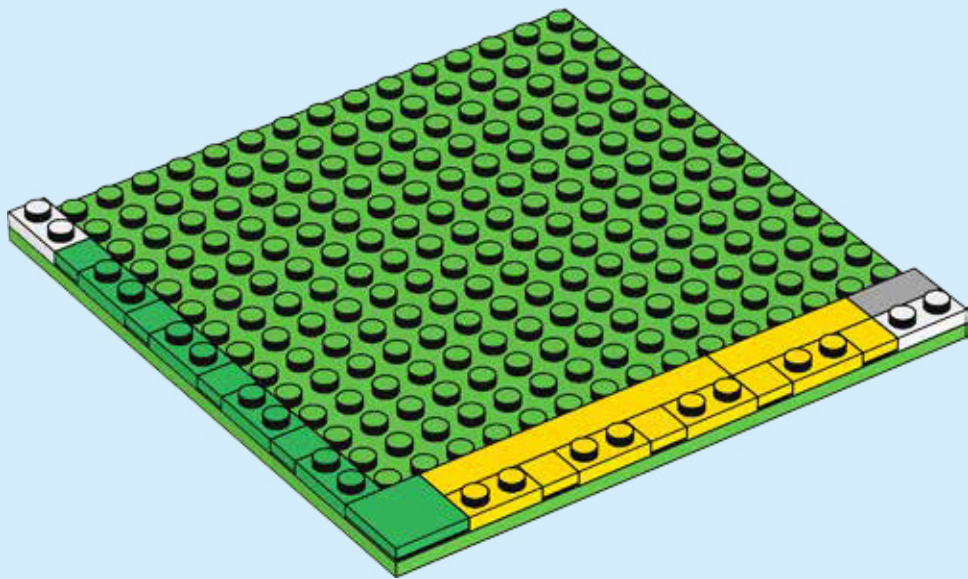


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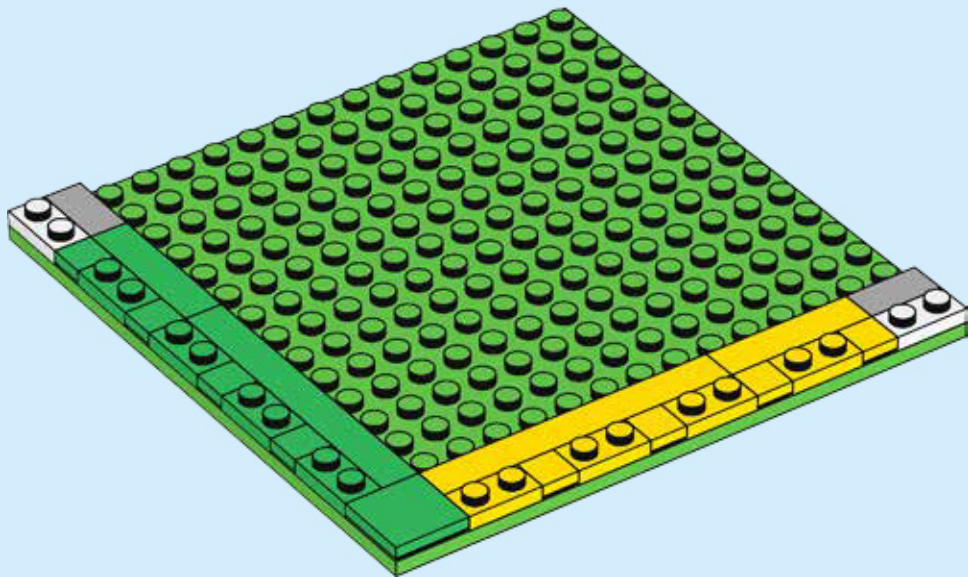


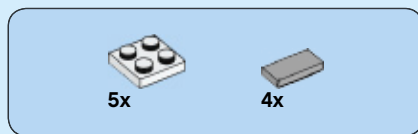


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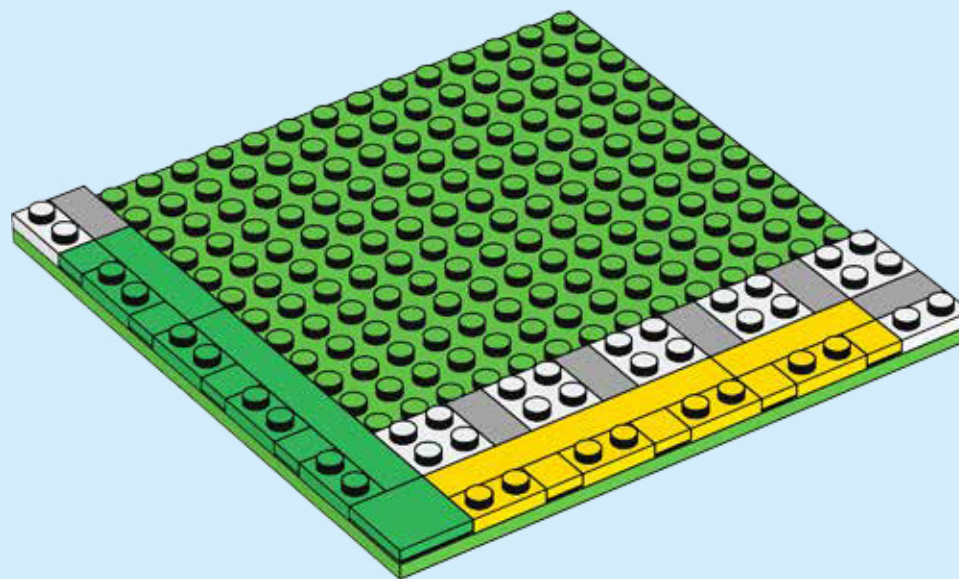


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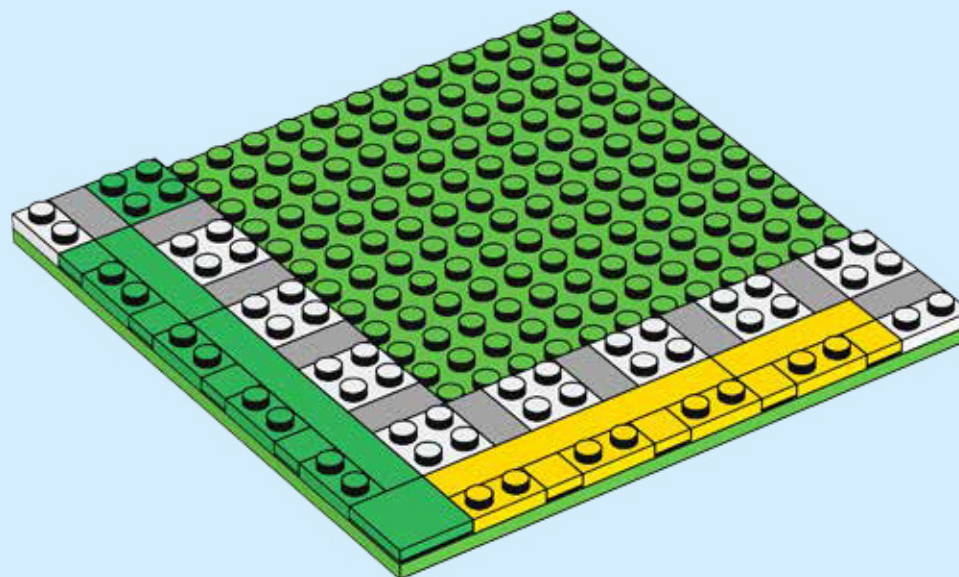




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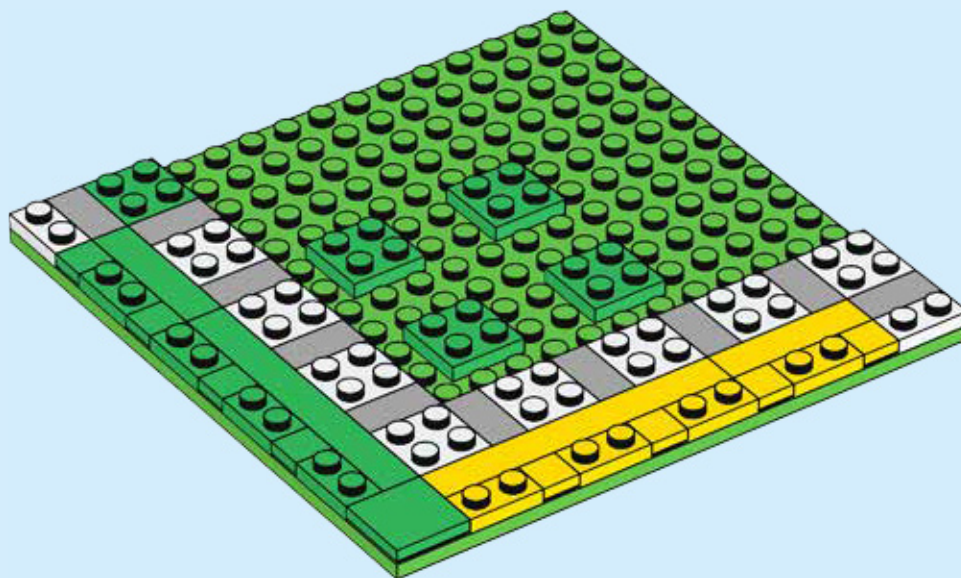
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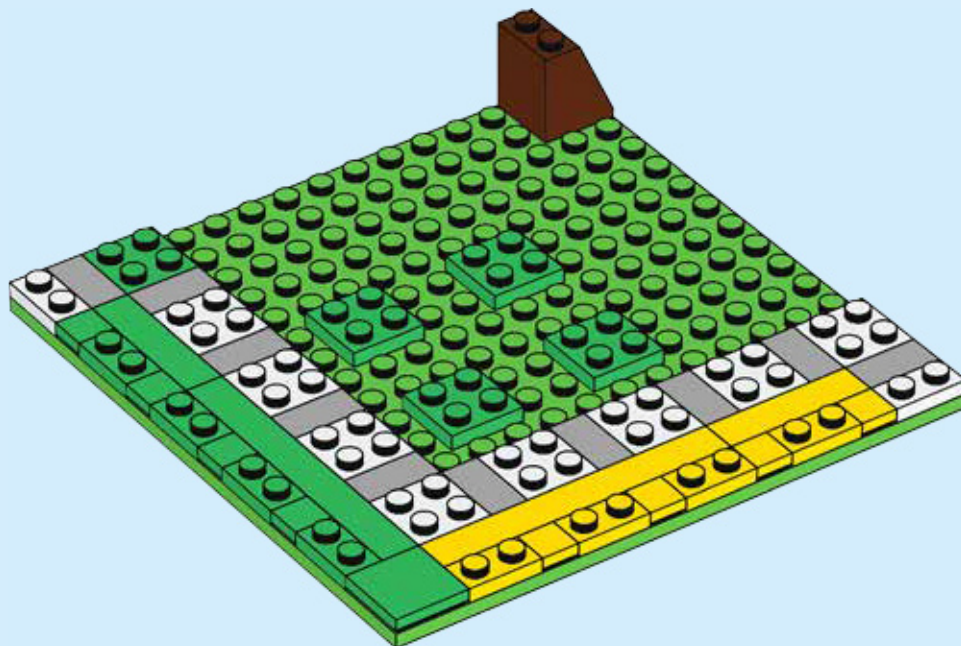
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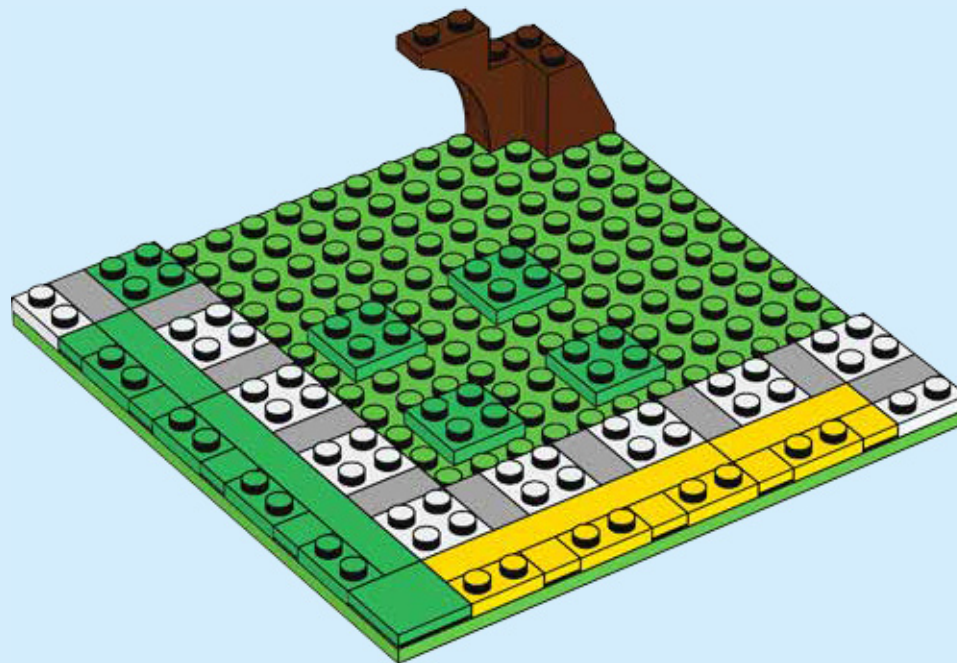
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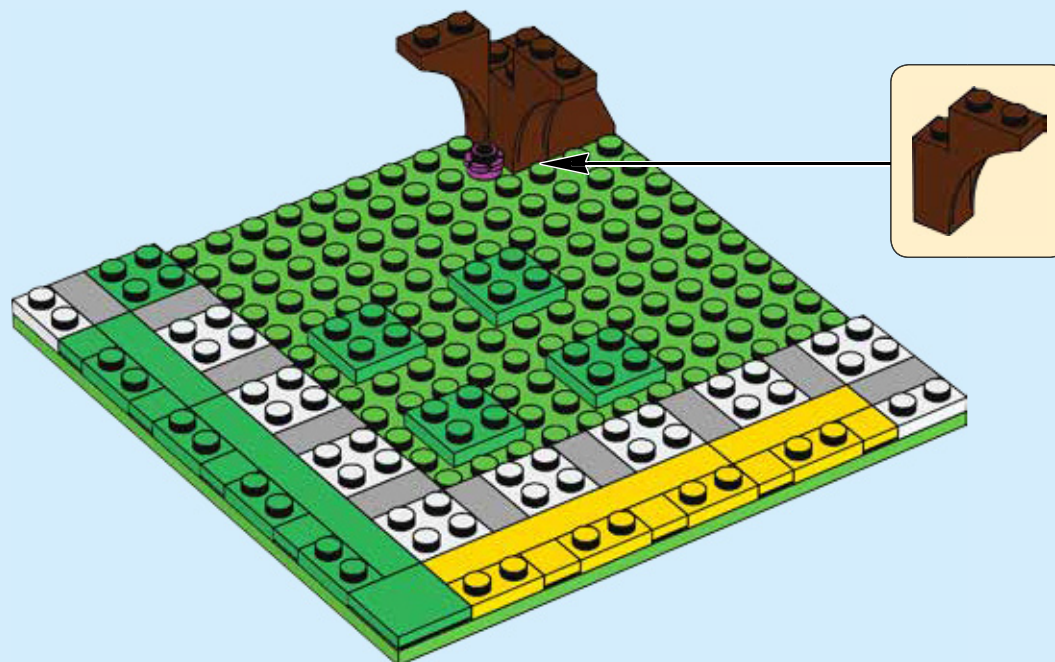




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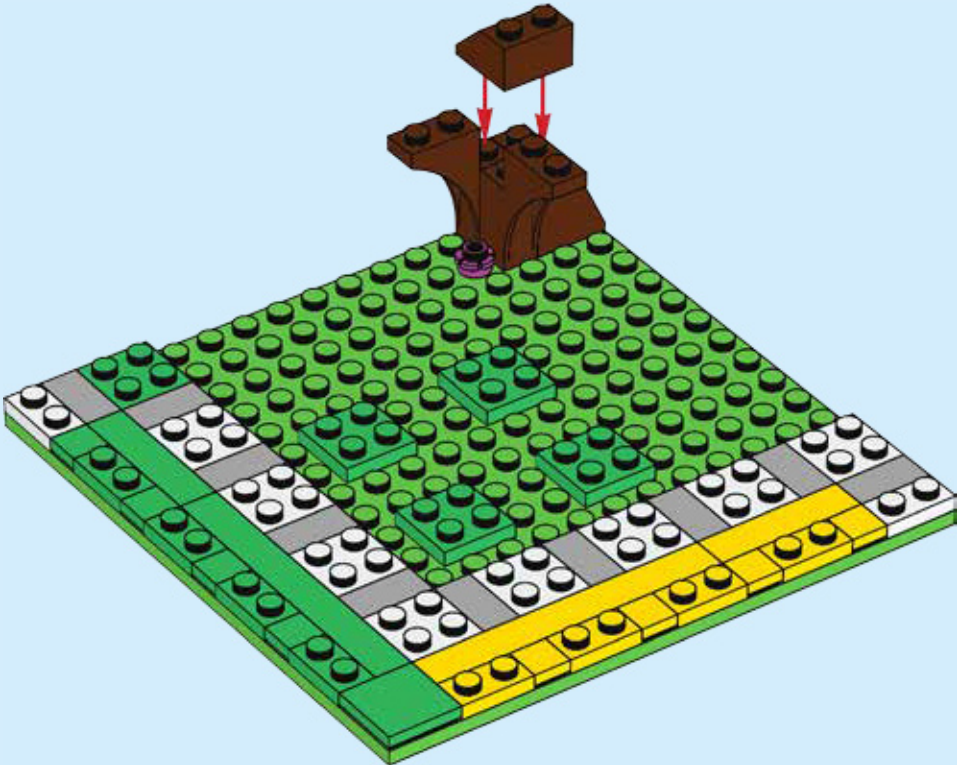


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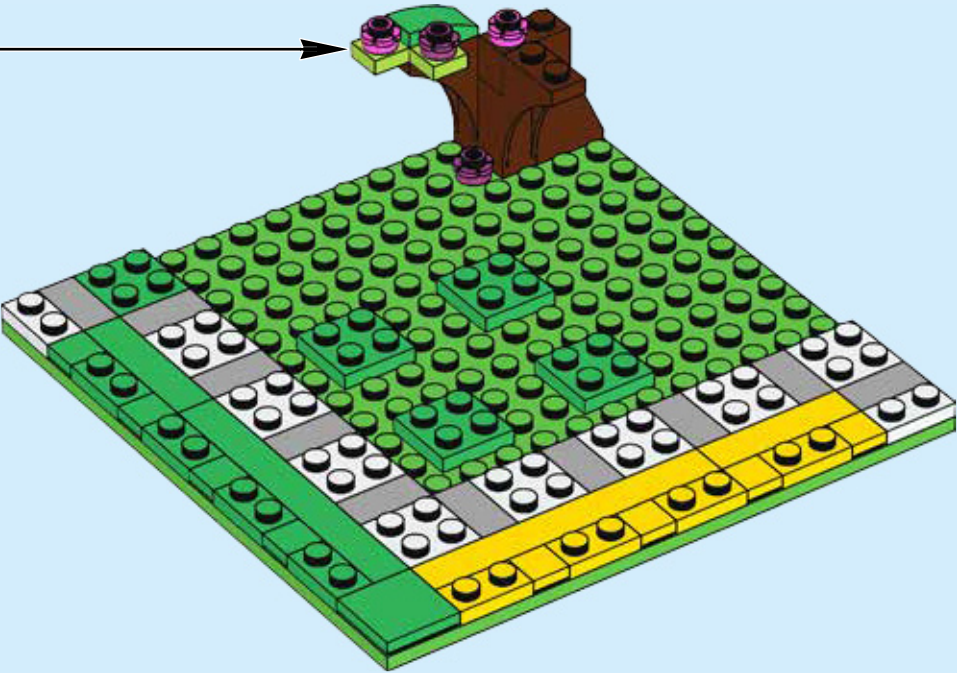


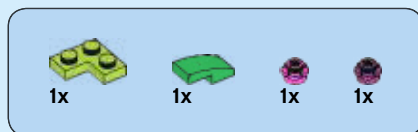


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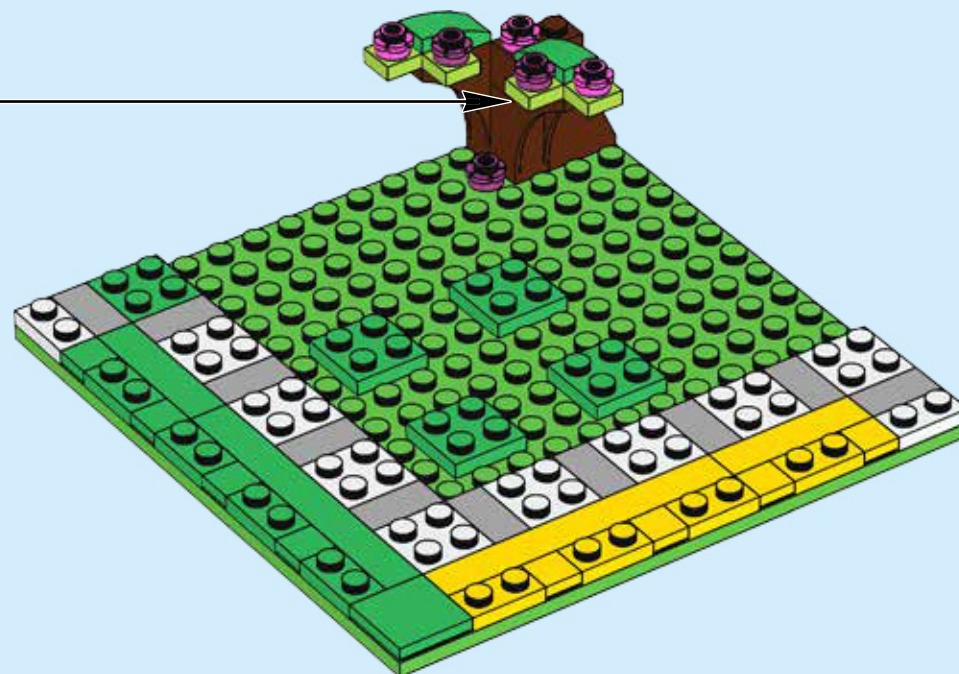


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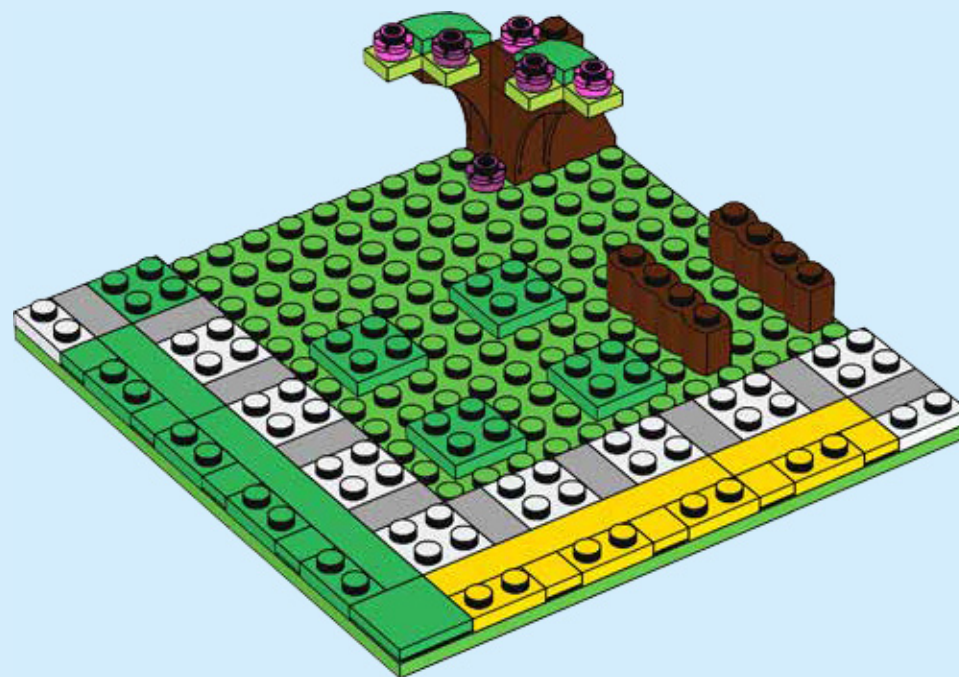




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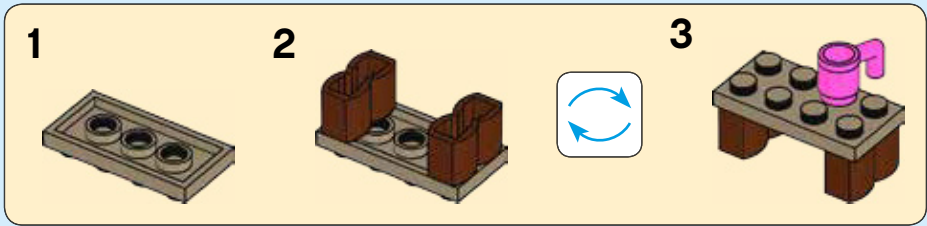




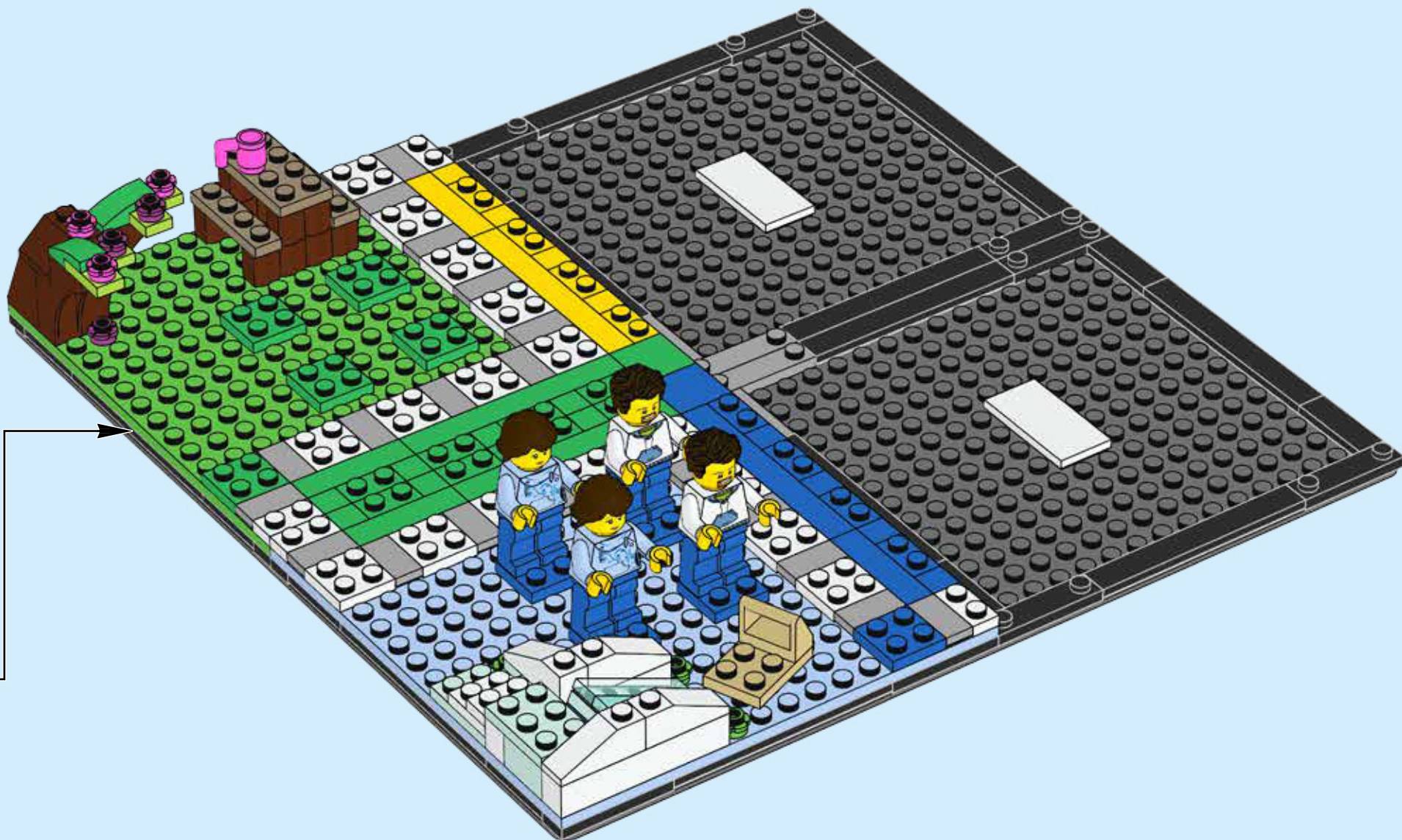
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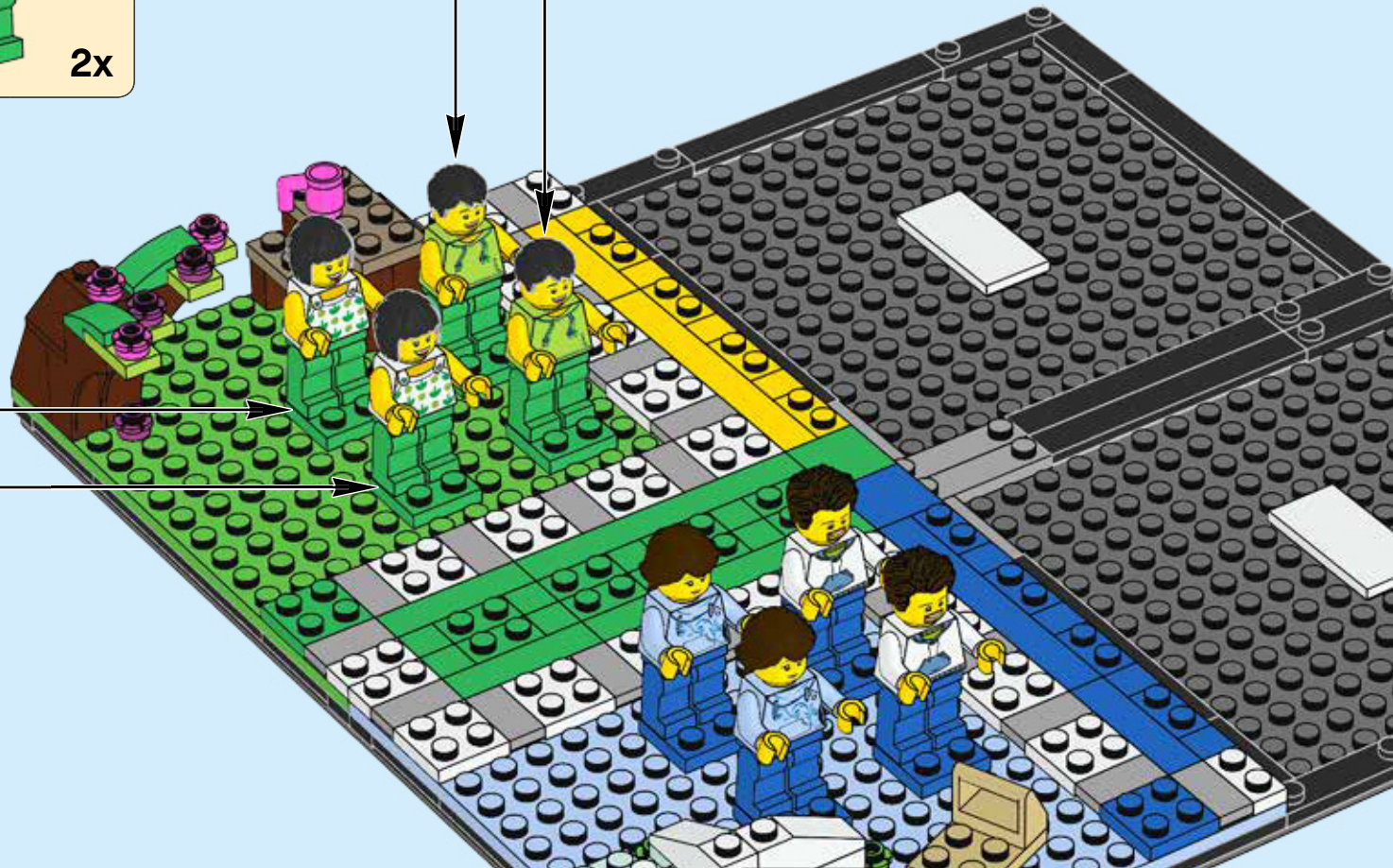
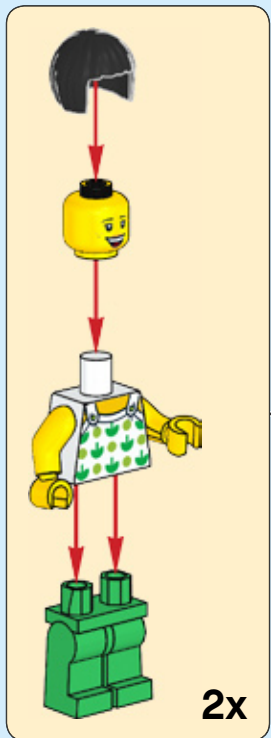
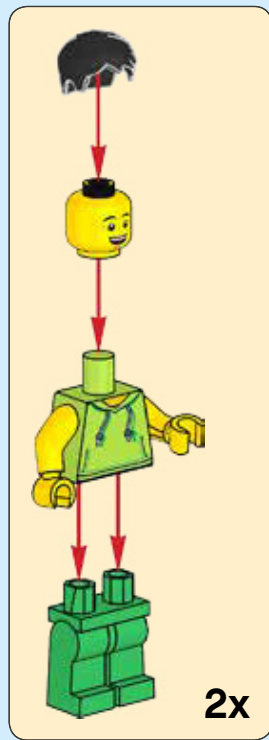


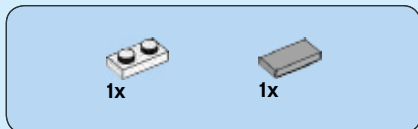
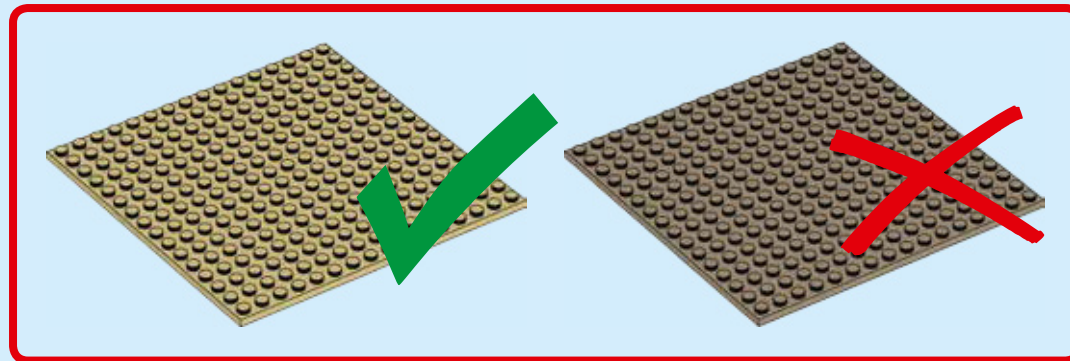
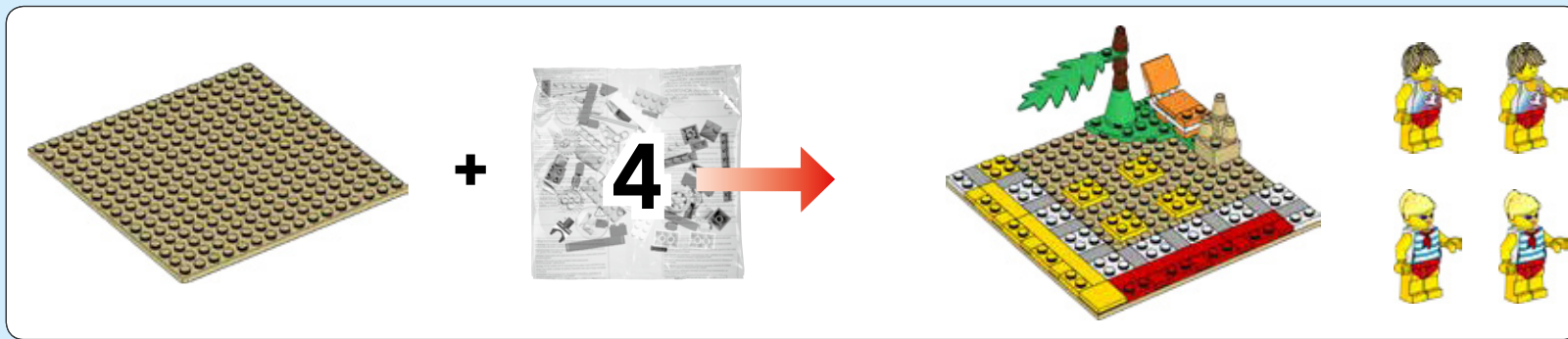
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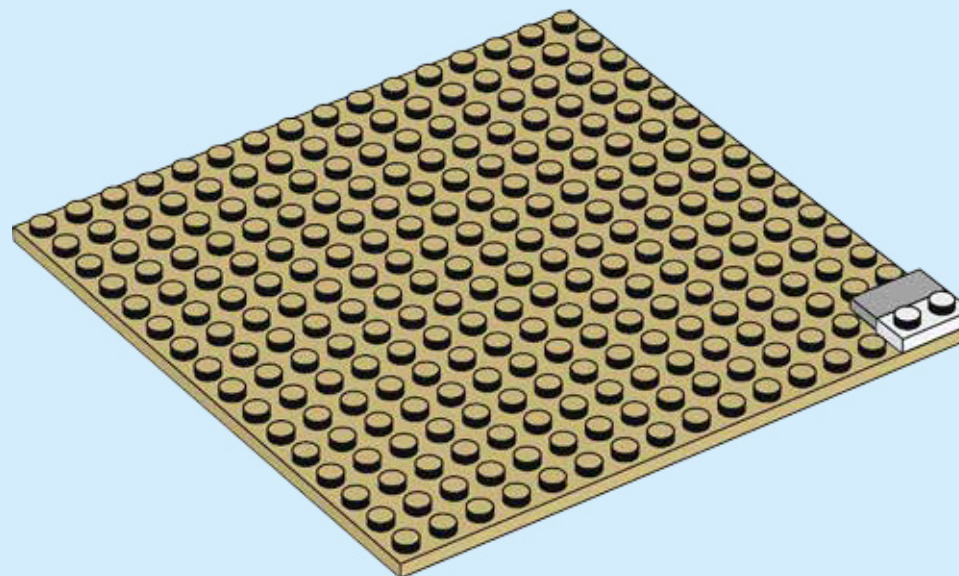


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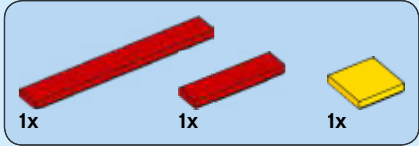
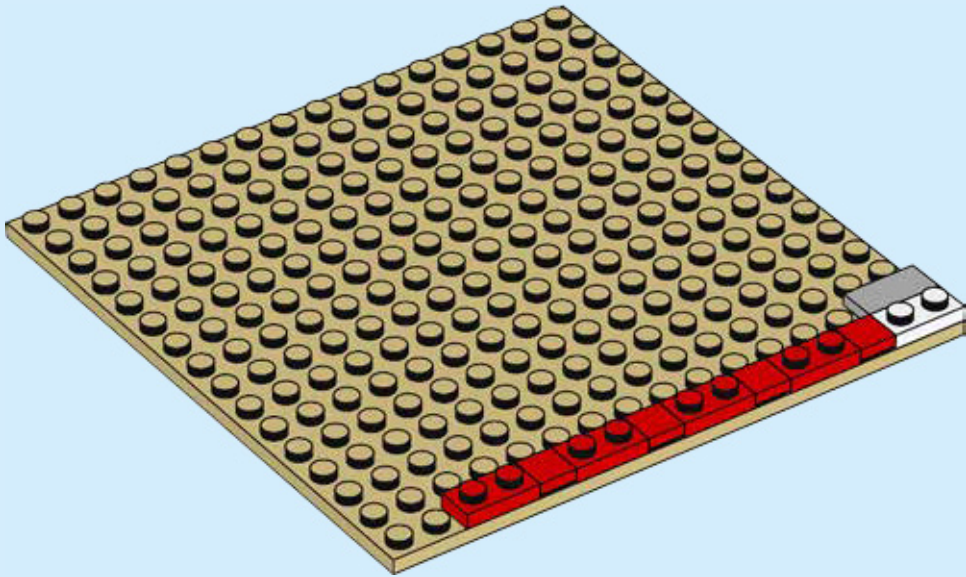


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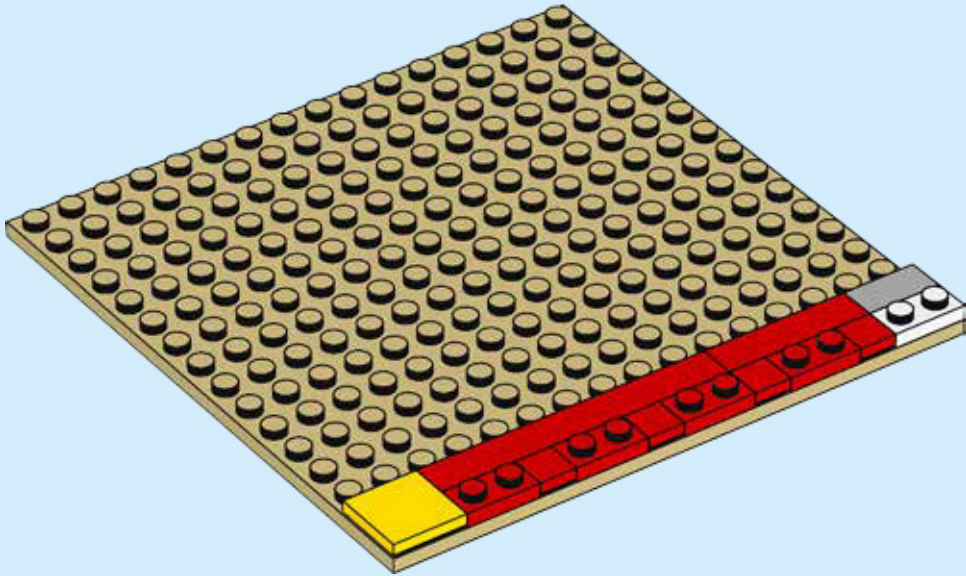




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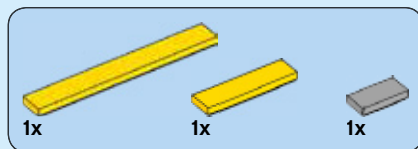
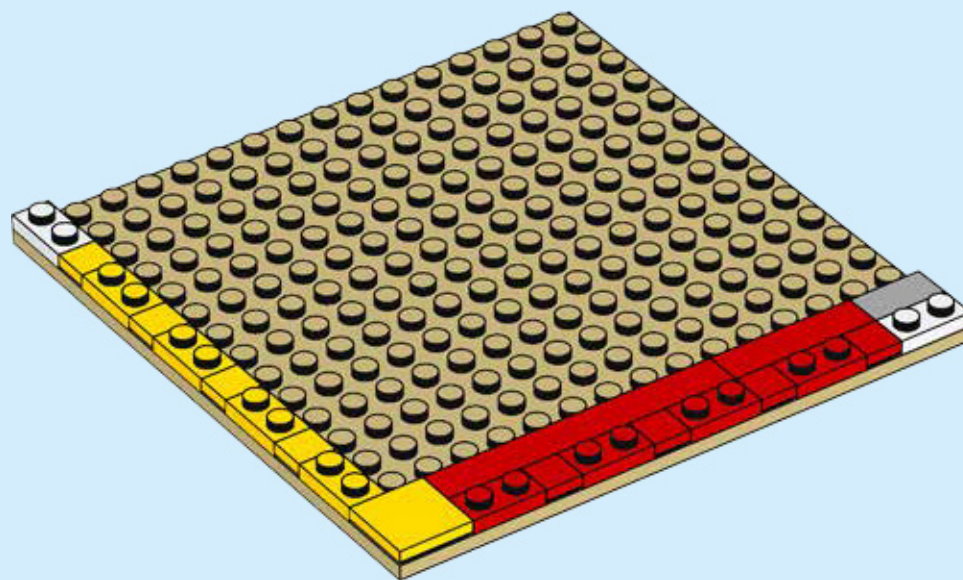


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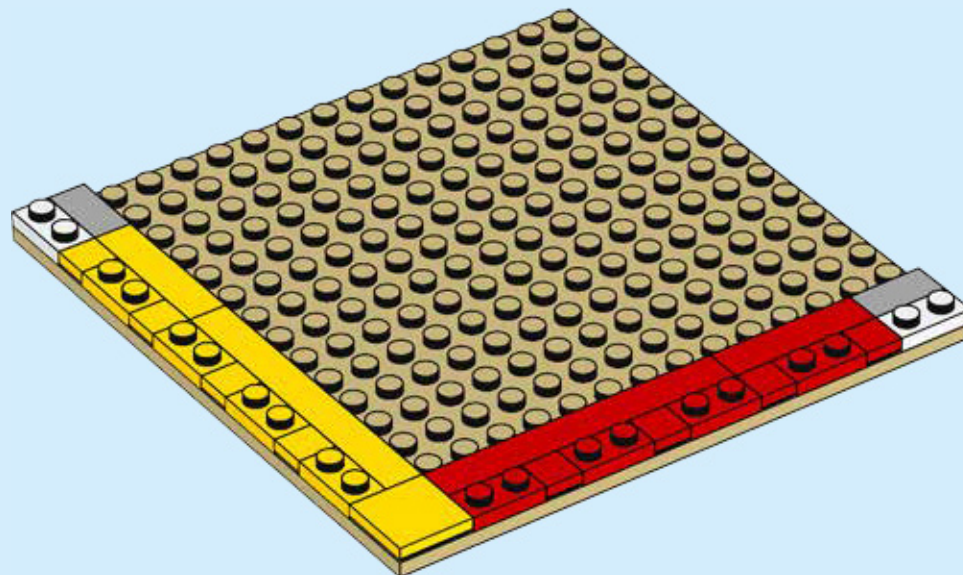




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53



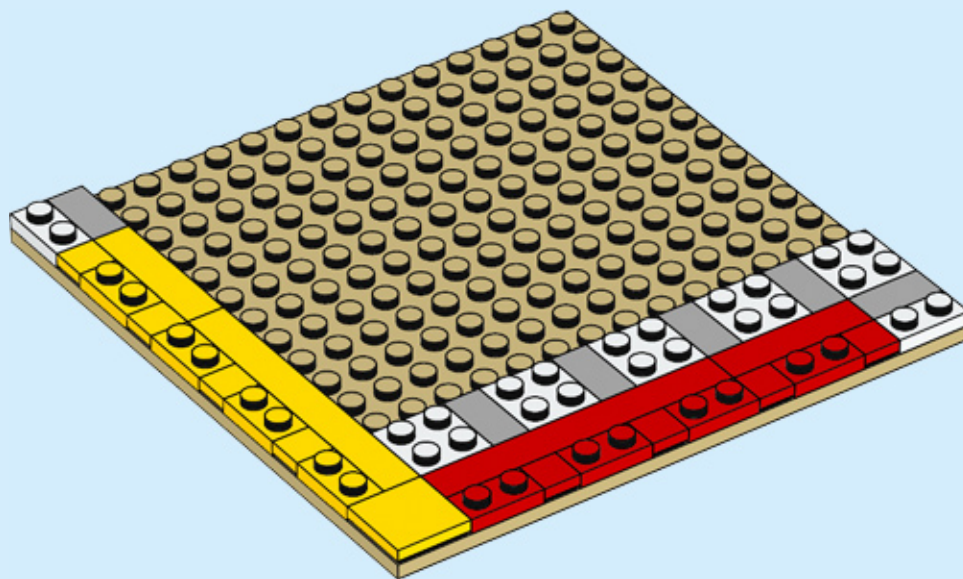


5x



4x

54



3x

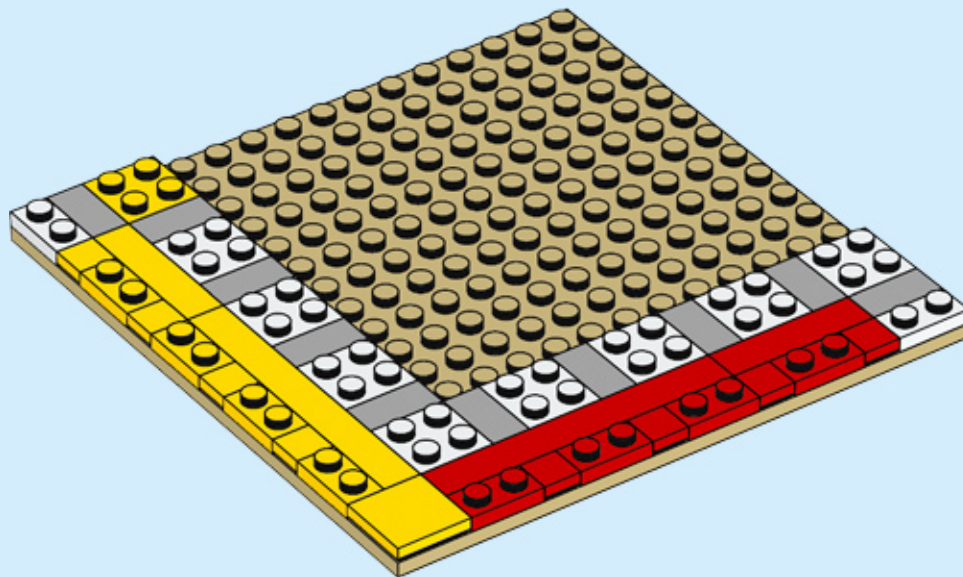


1x



4x

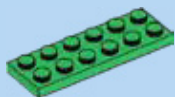
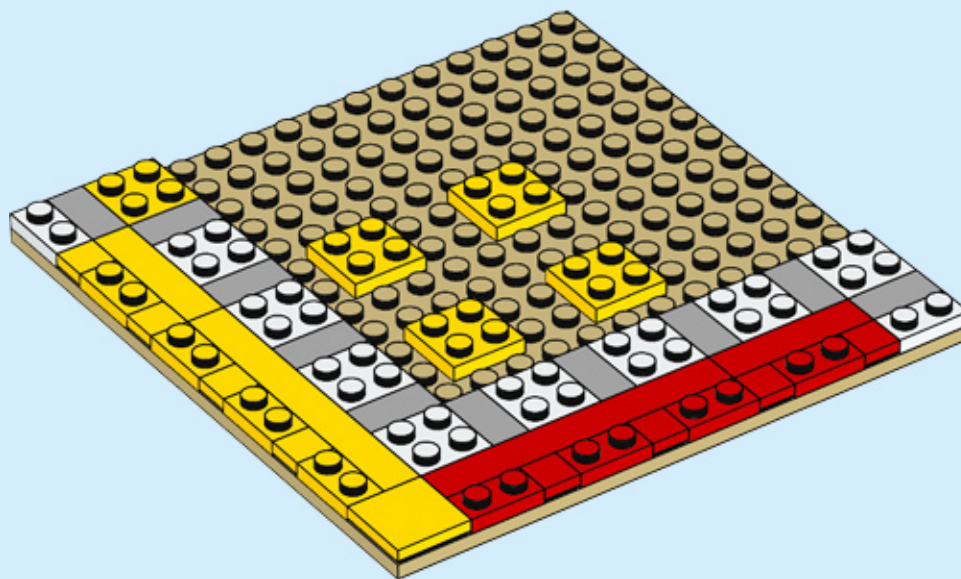
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4x

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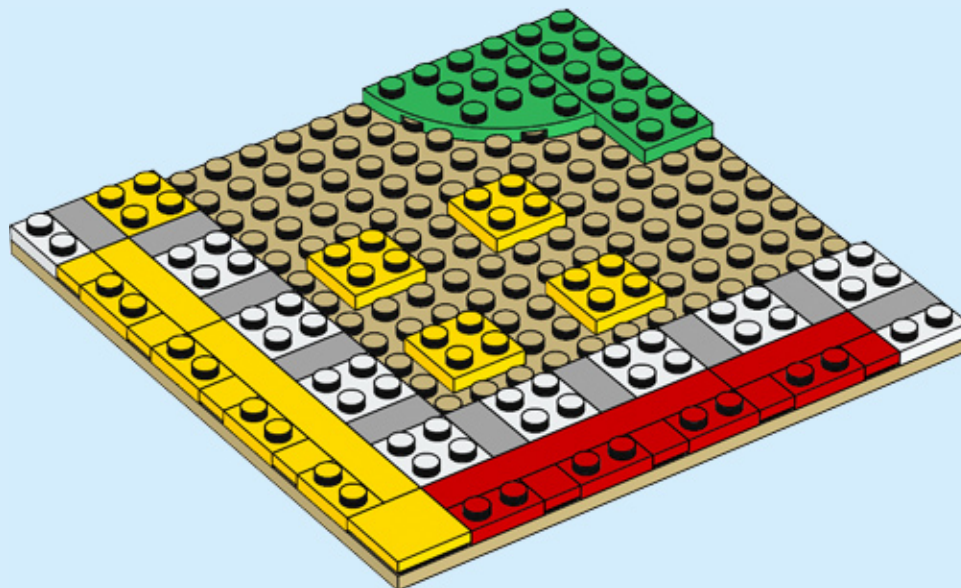


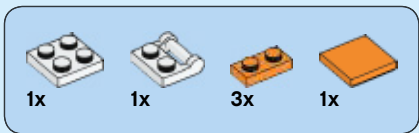
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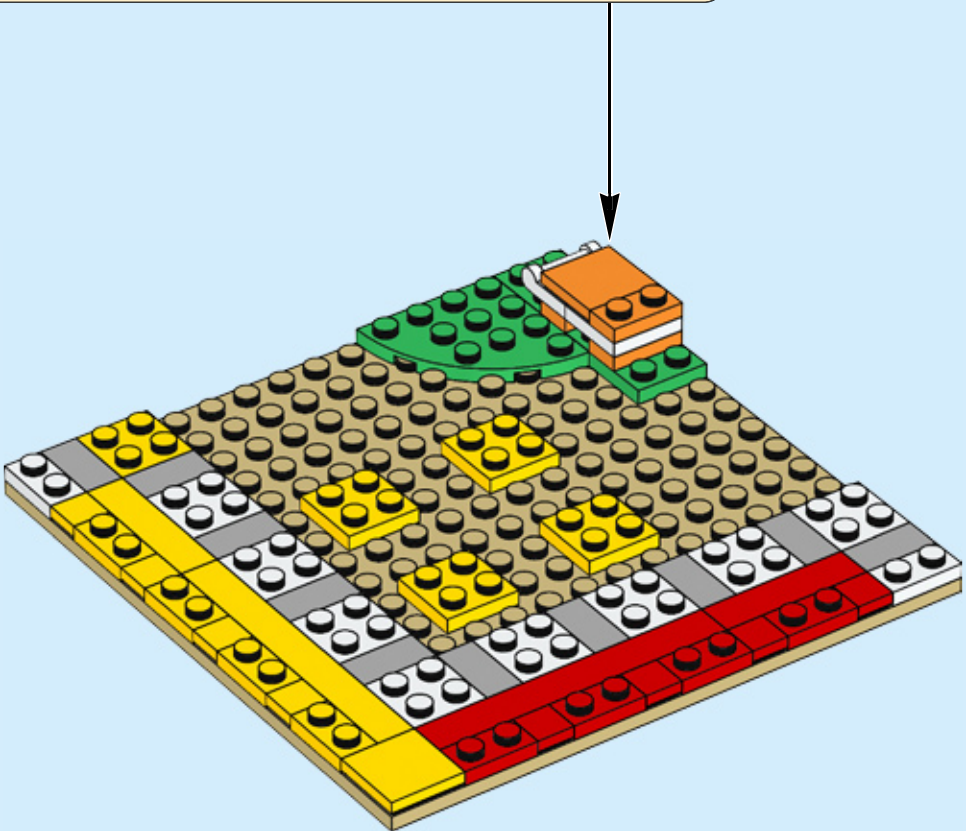
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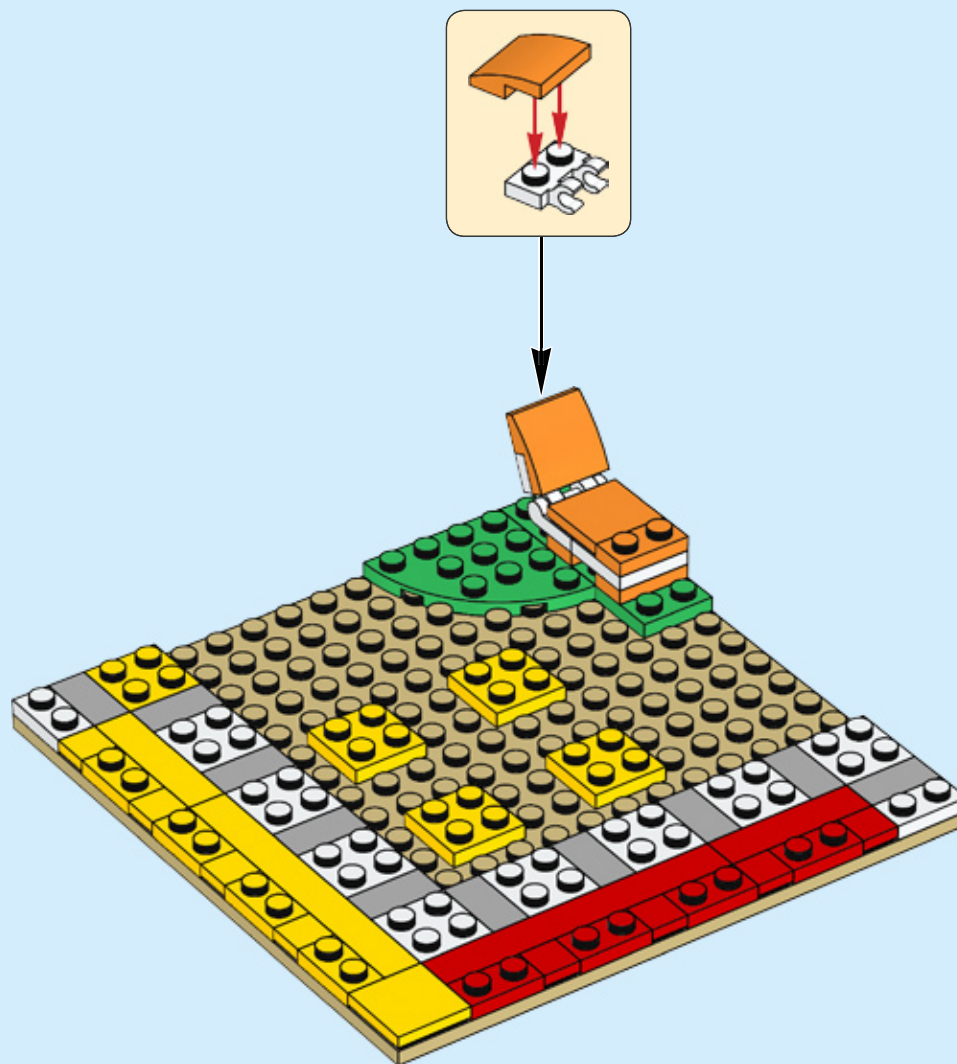


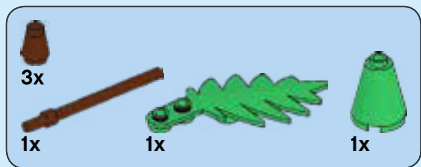
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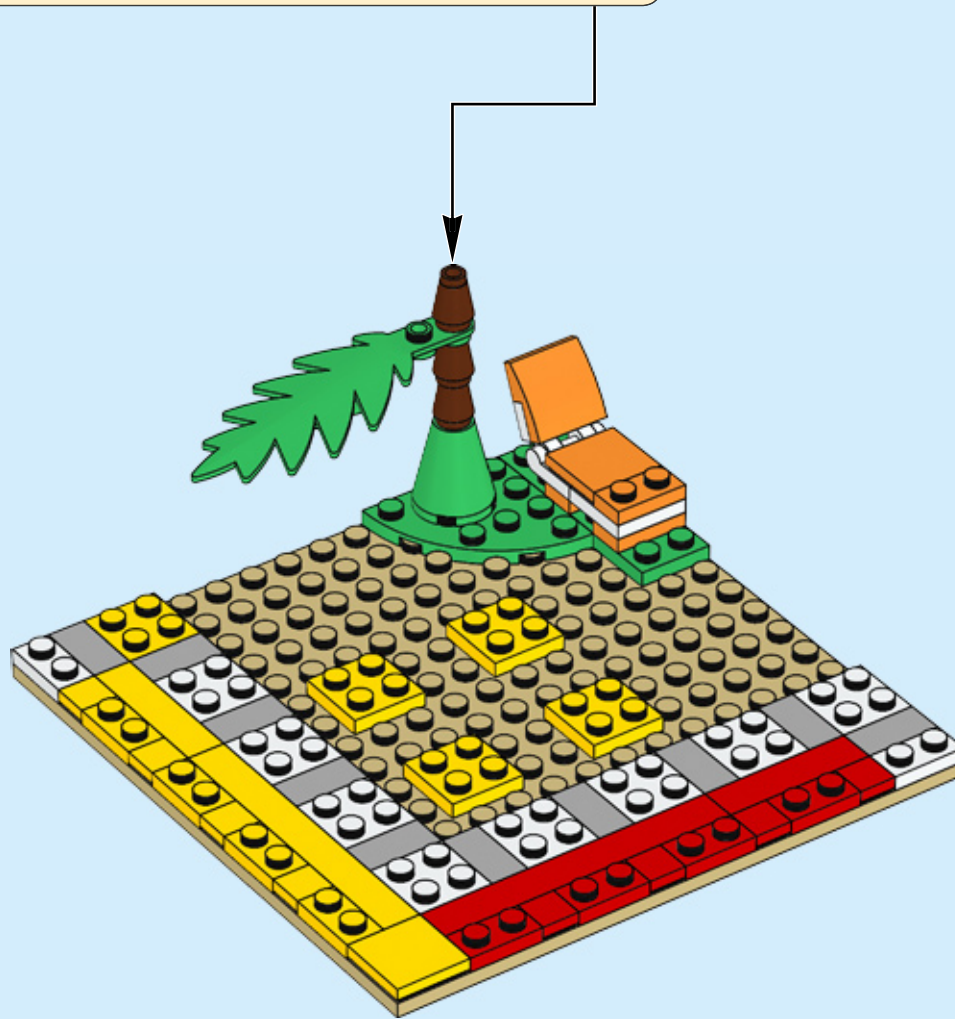
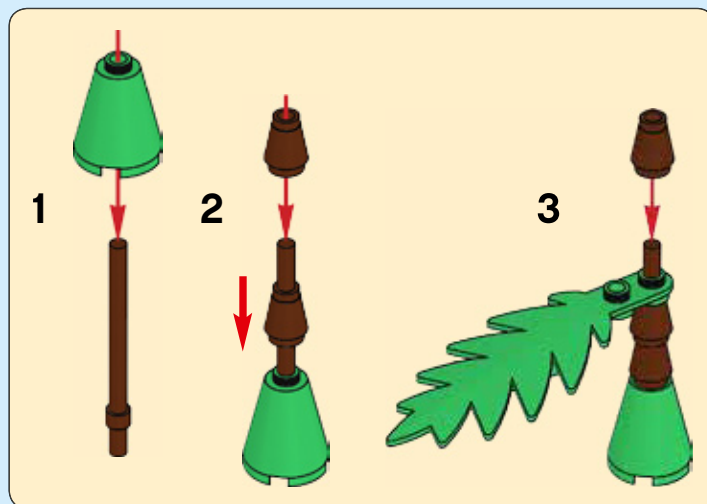


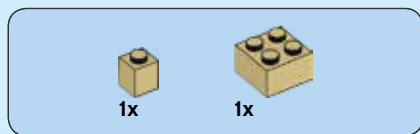
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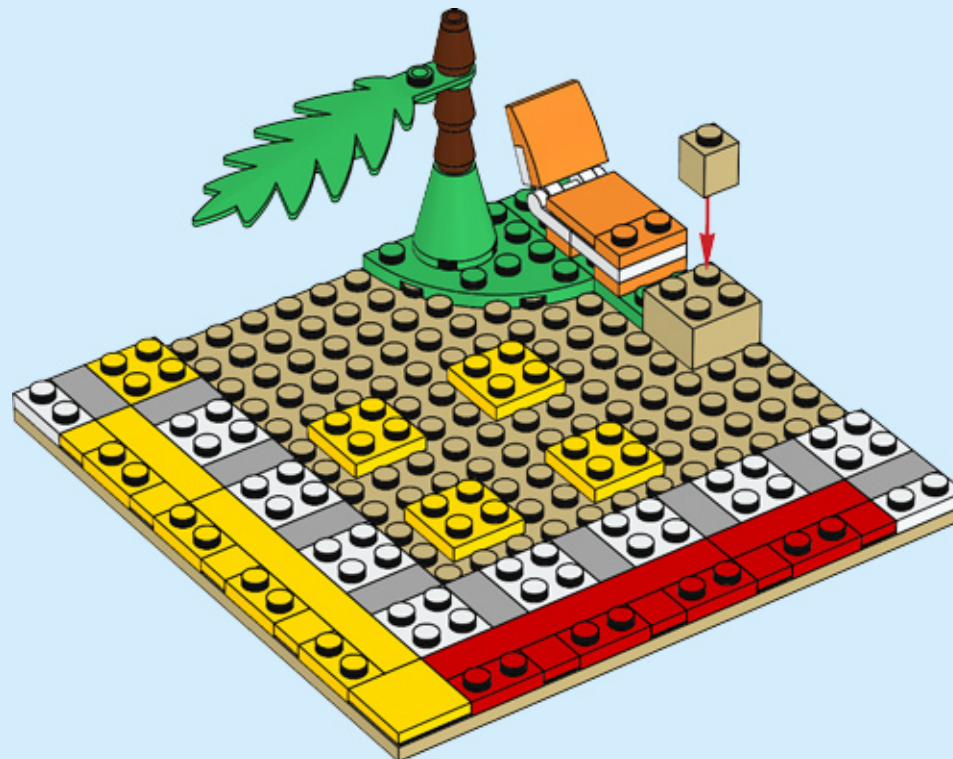


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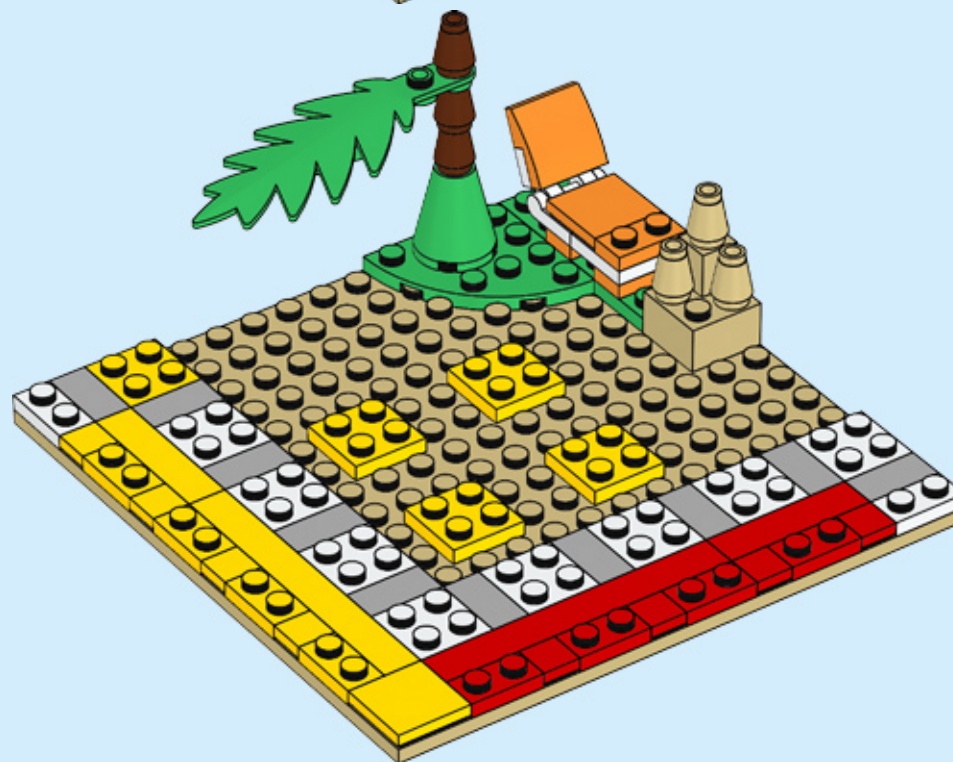


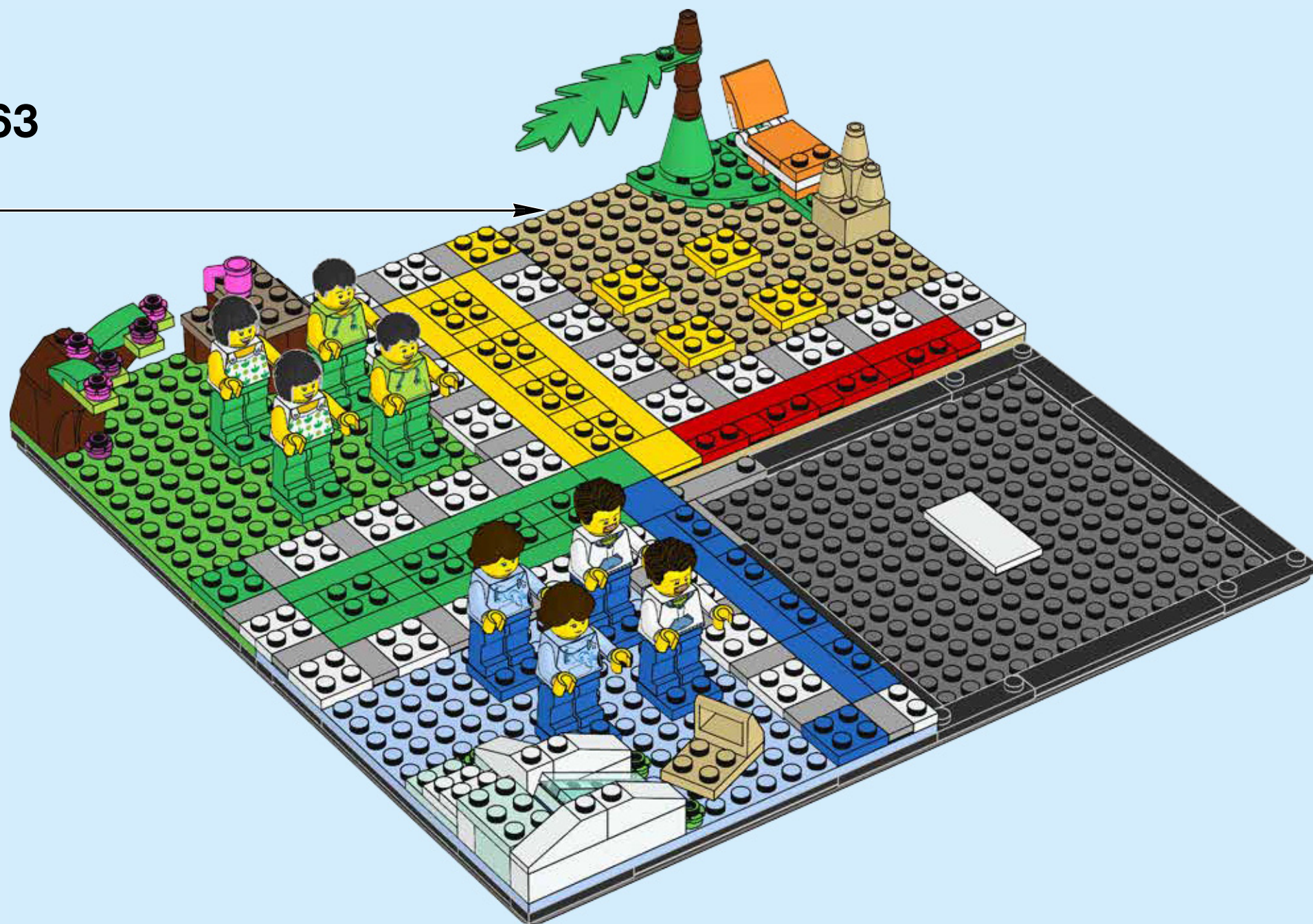


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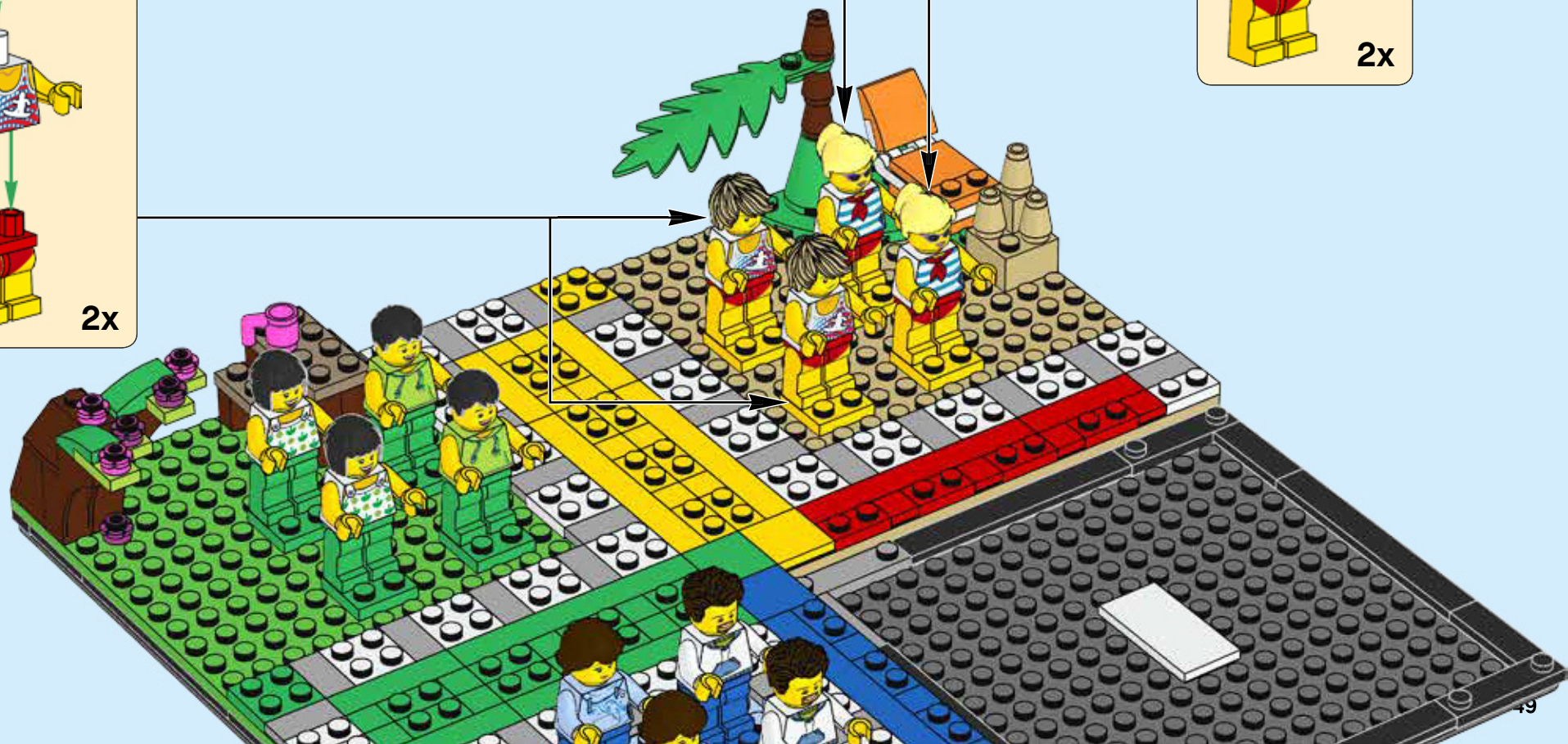
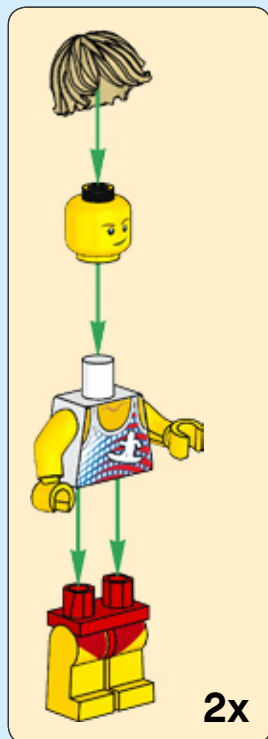
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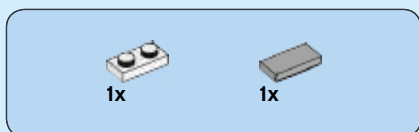
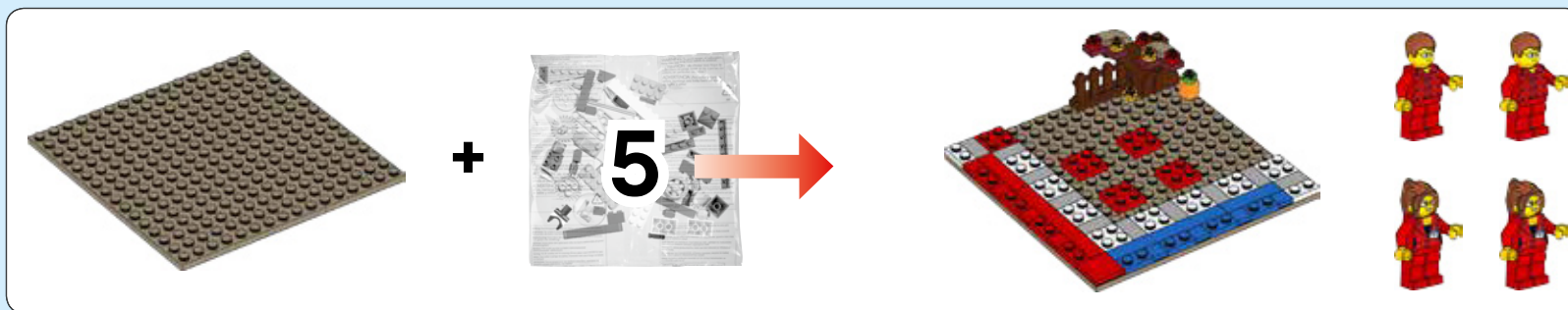




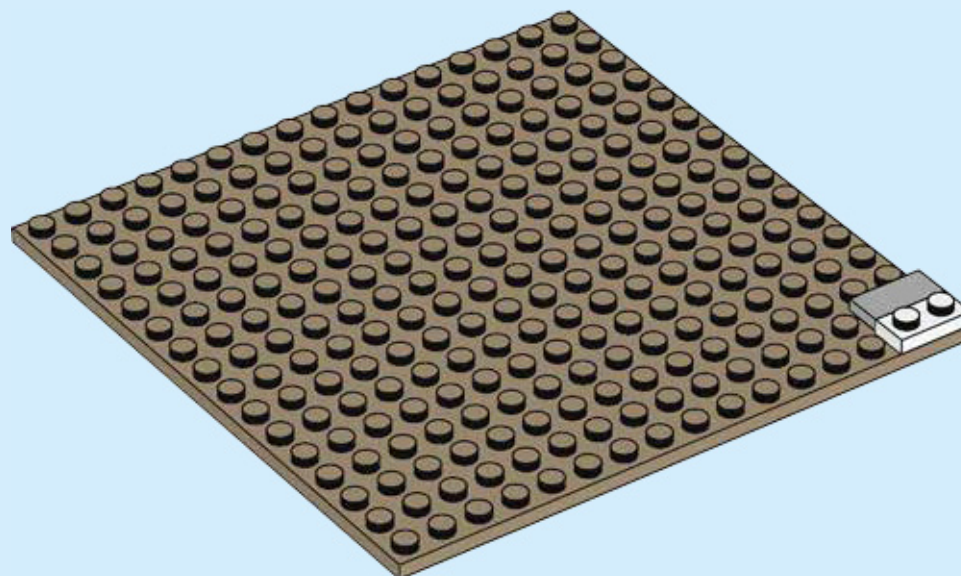


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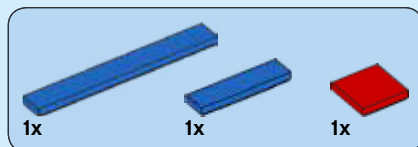
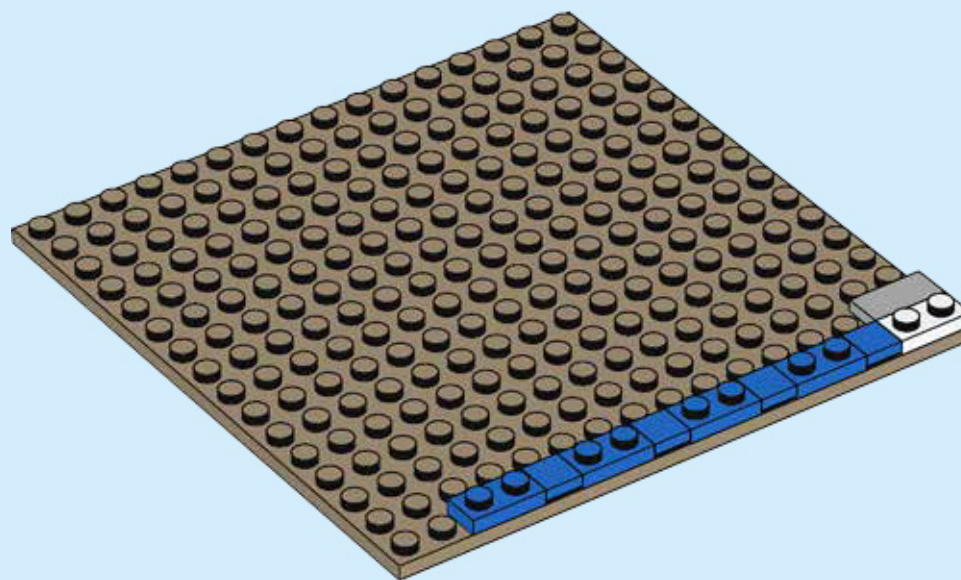


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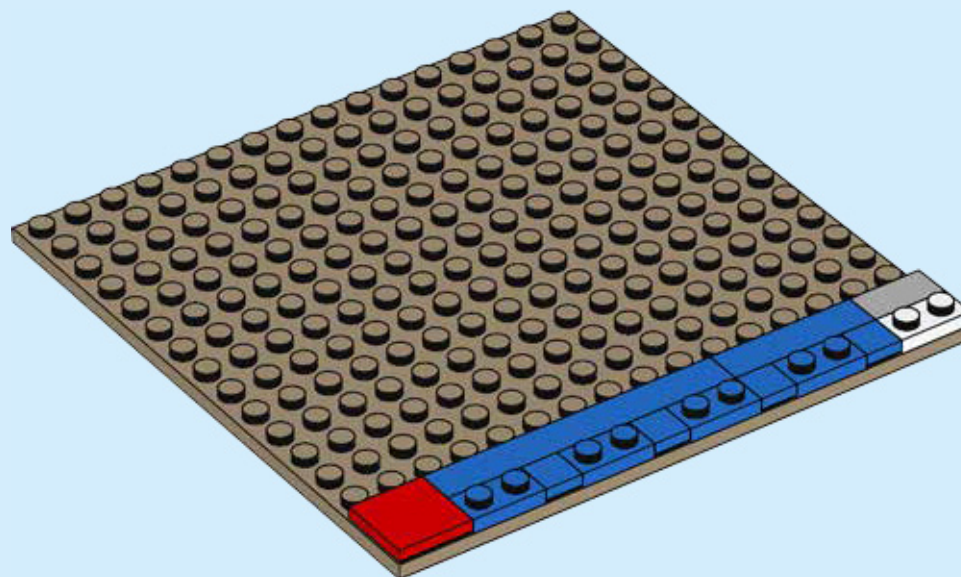




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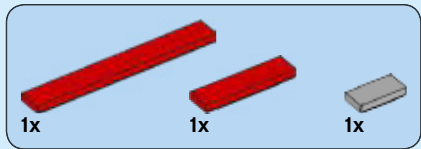
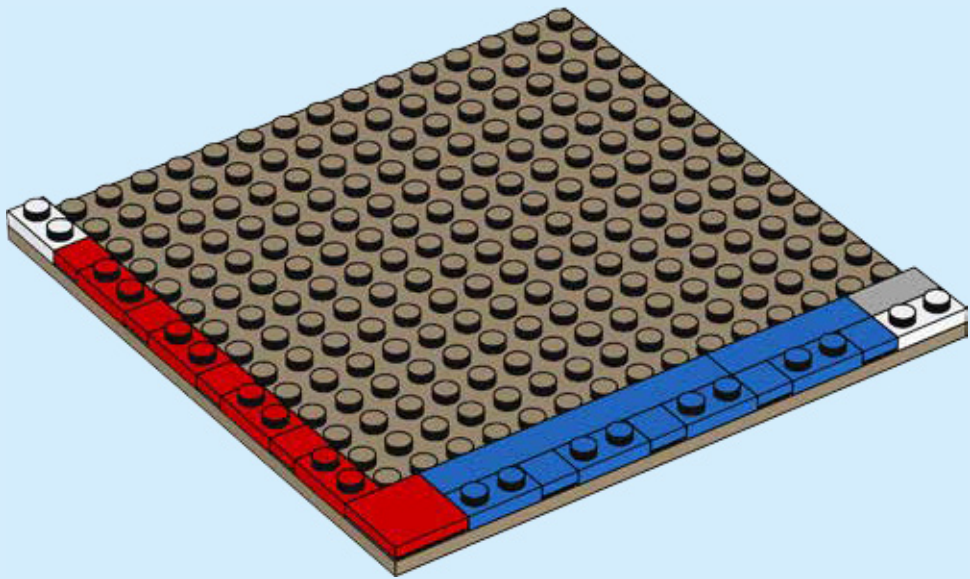


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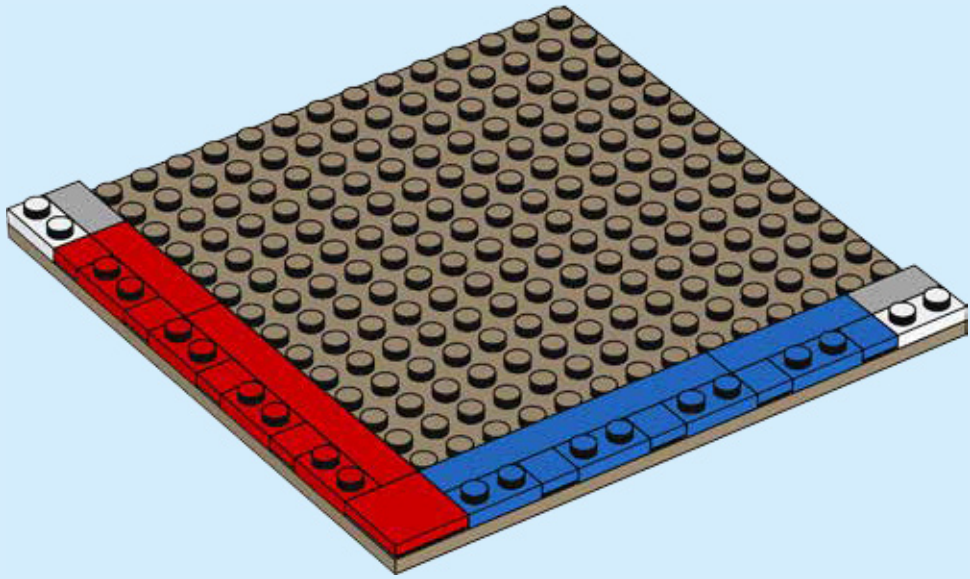


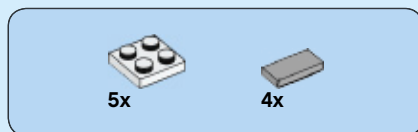


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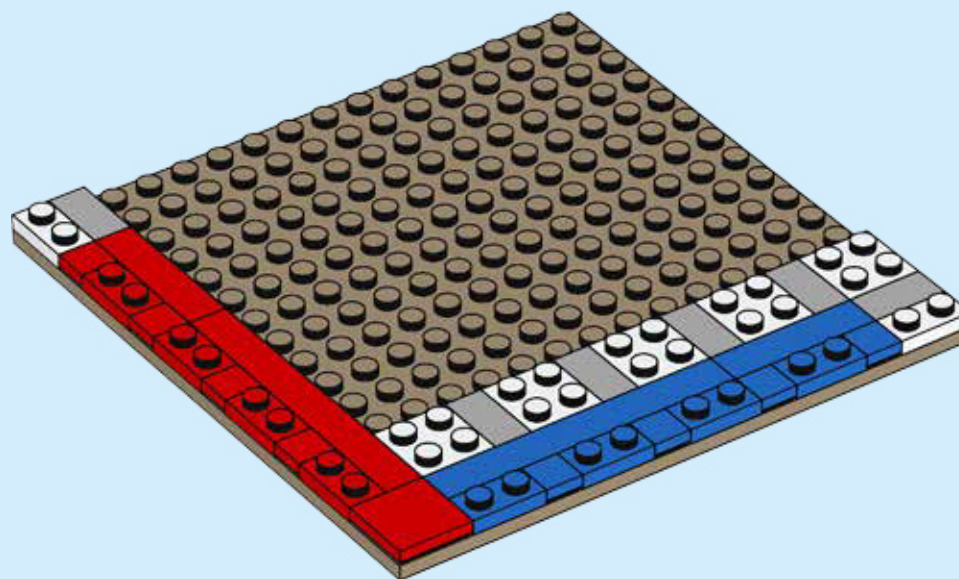


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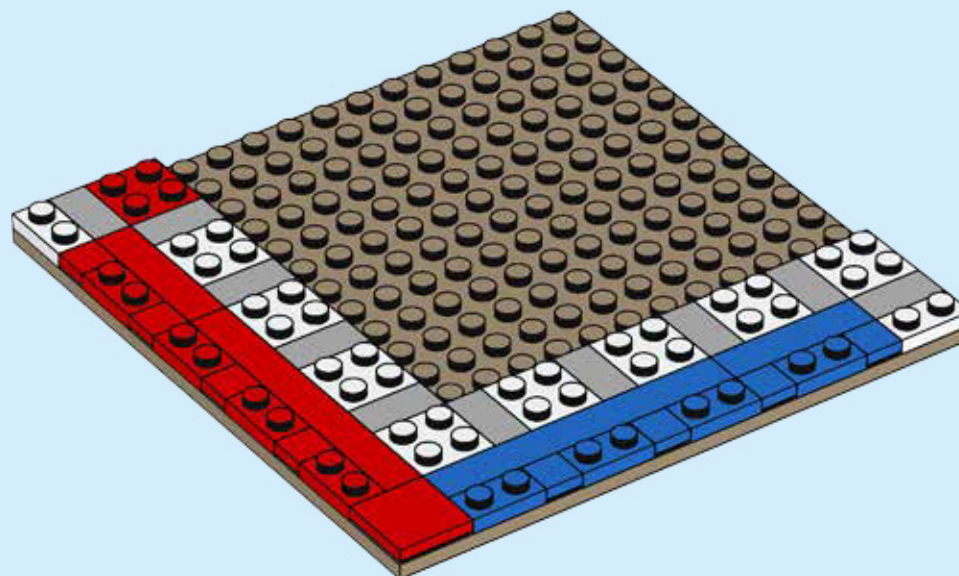




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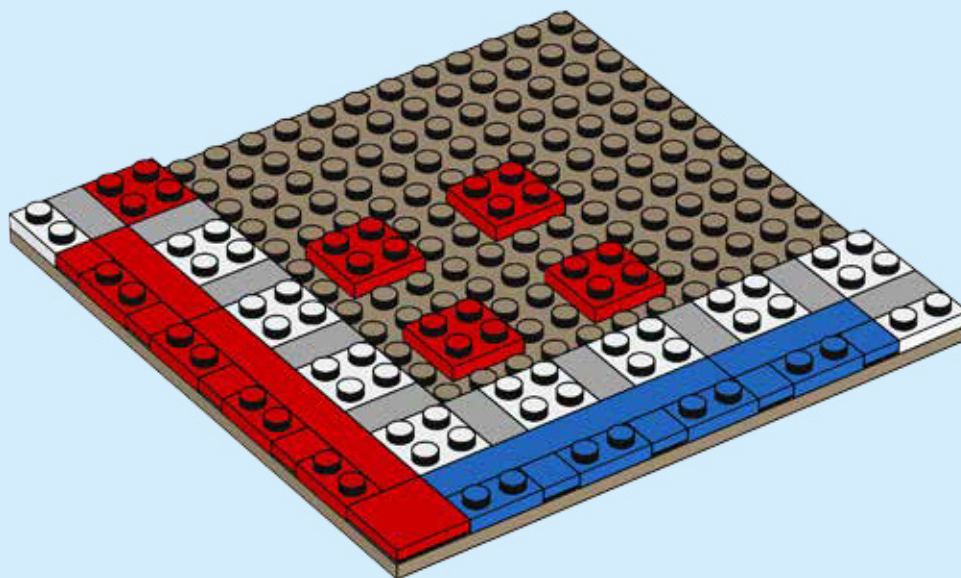
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4x

72

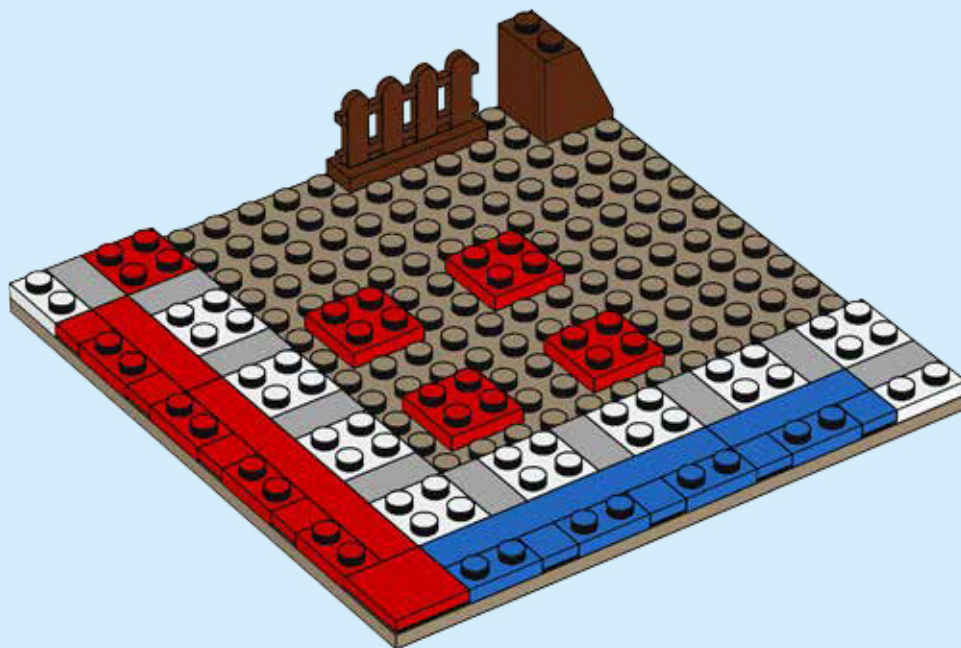


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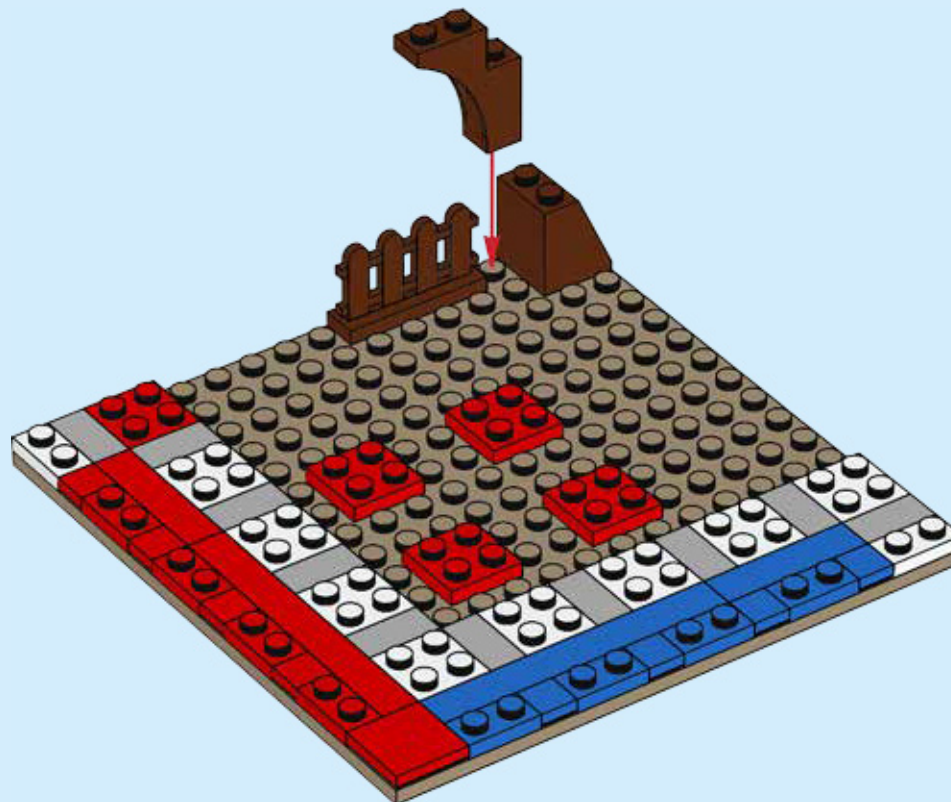
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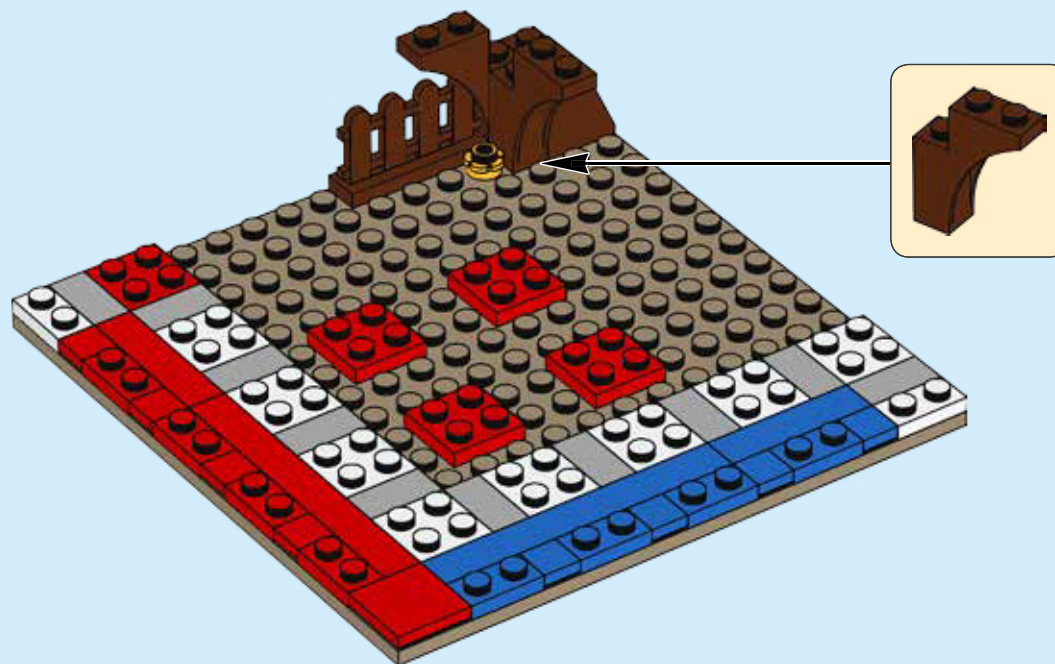




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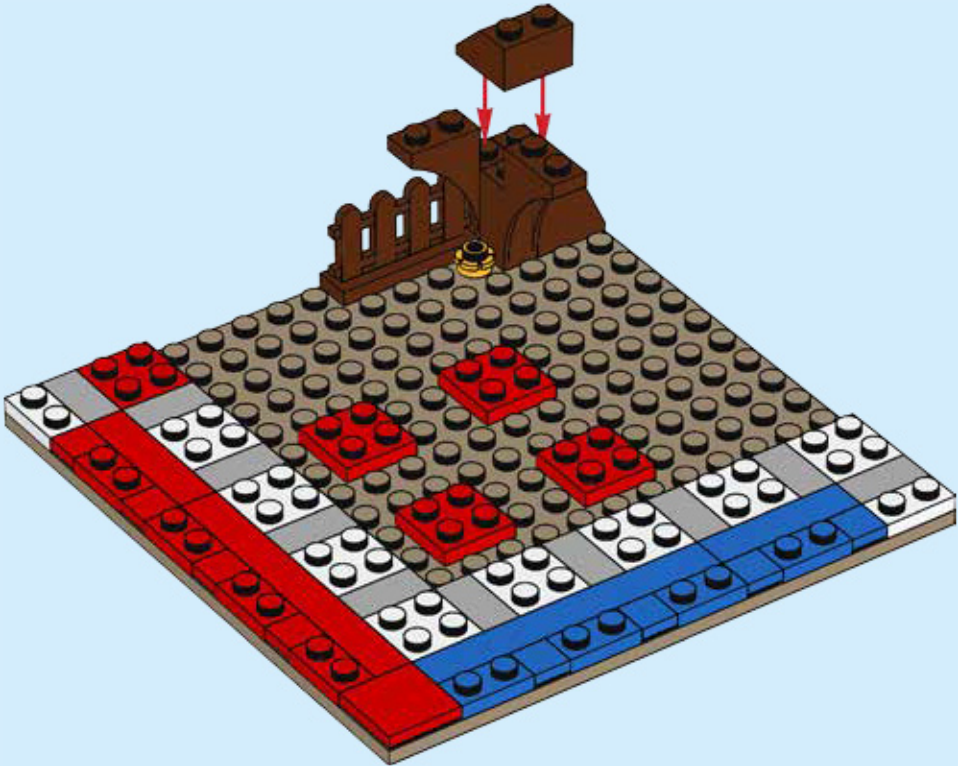


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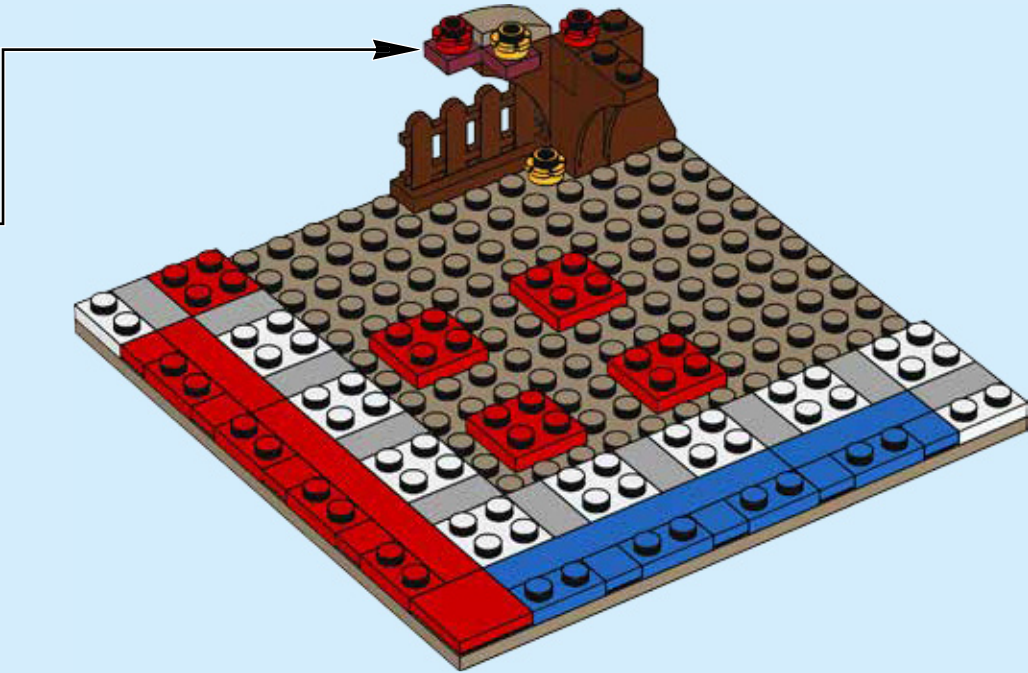


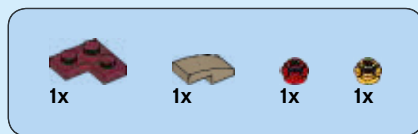


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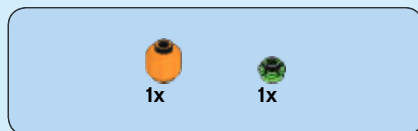
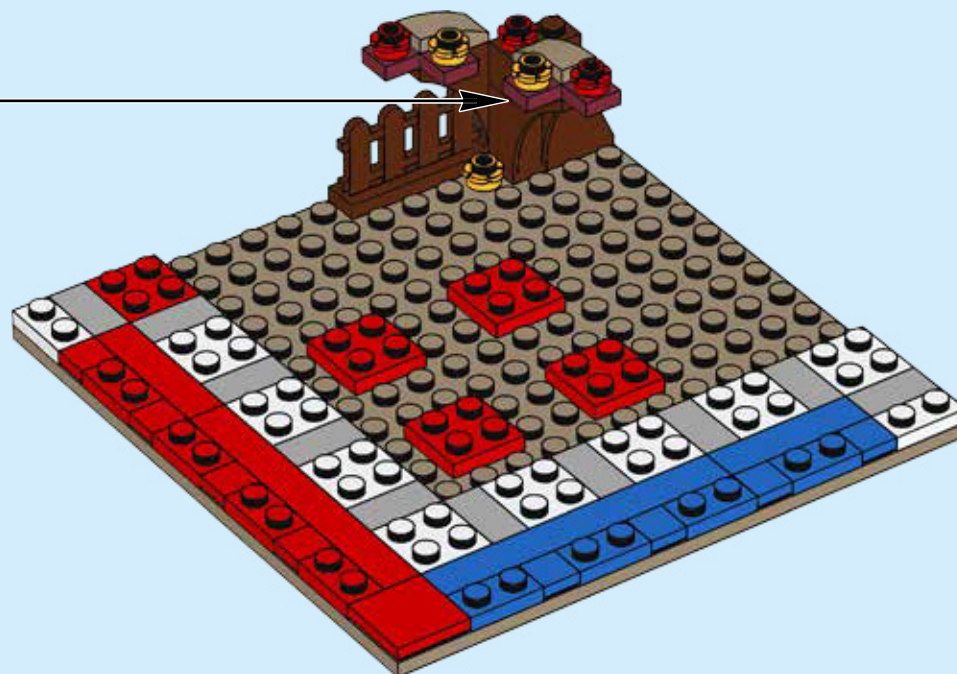


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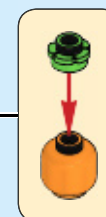
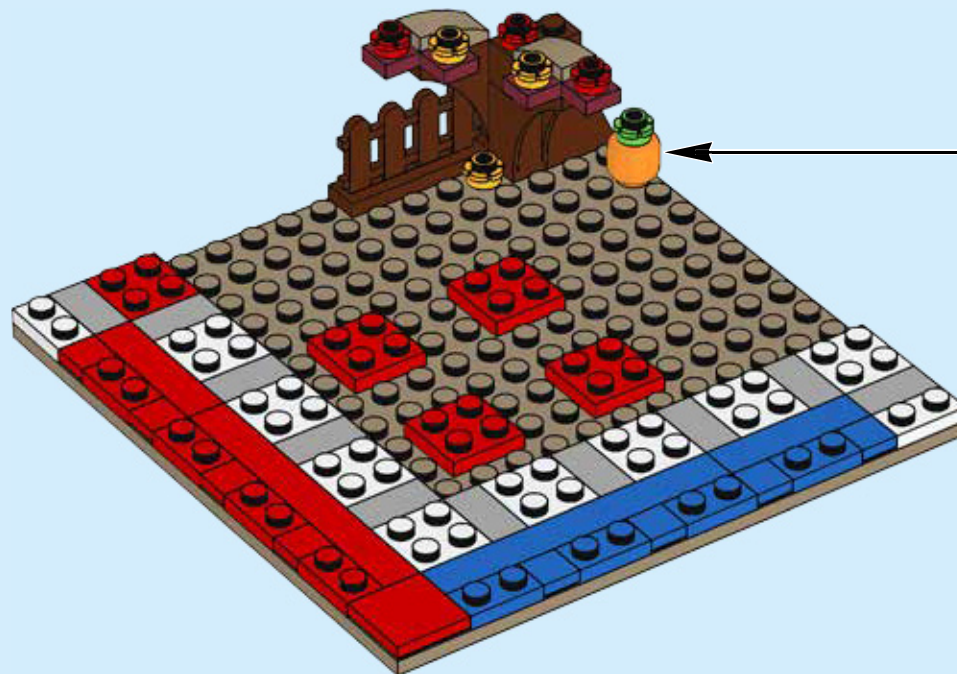




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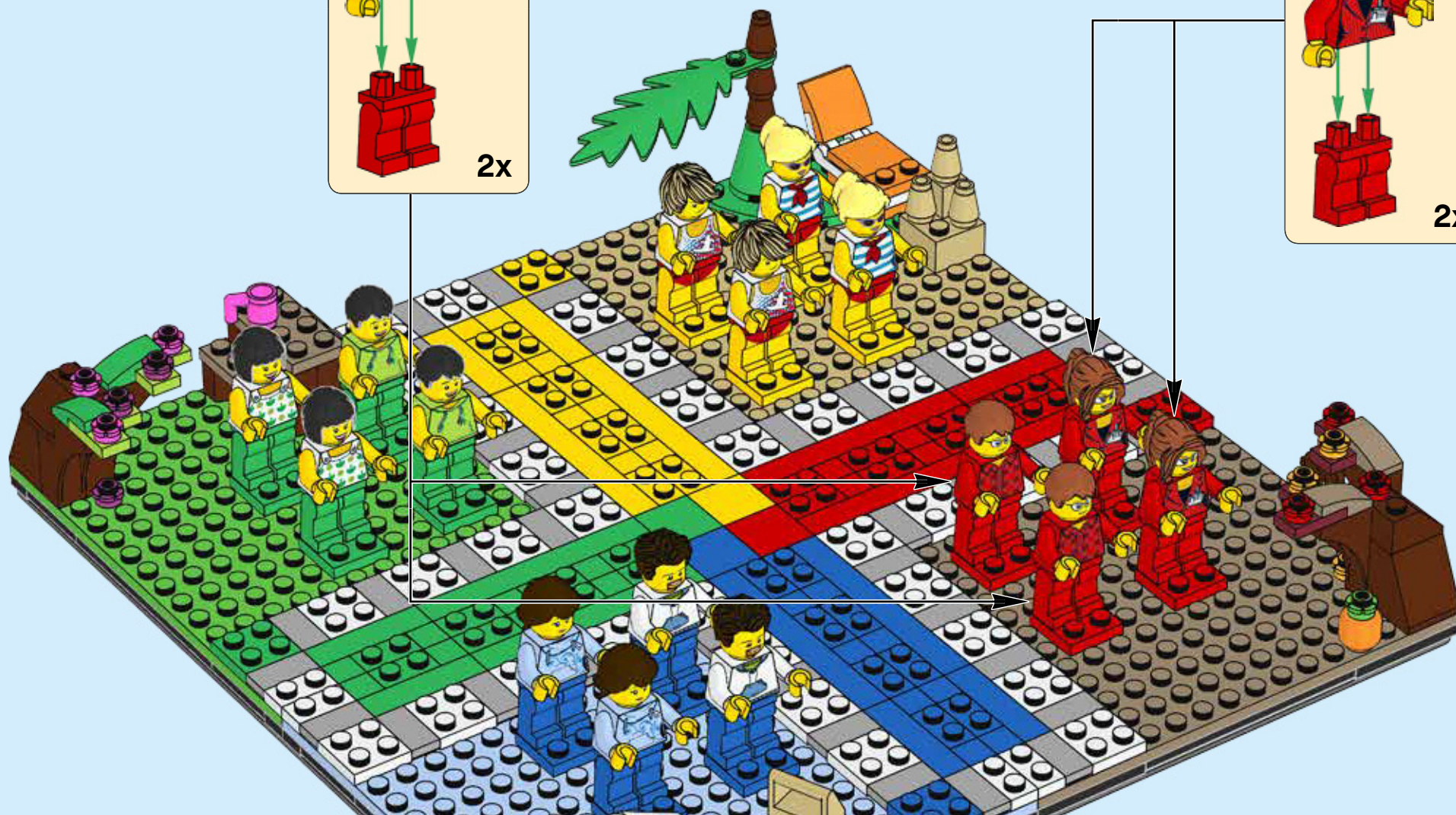
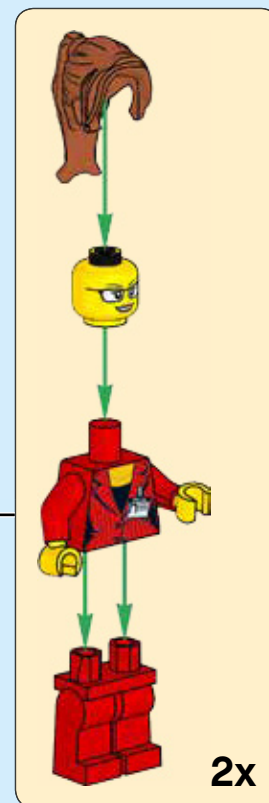
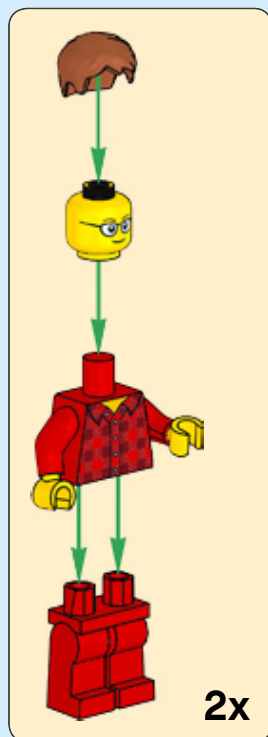


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81





LUDO



You must spin a 6 to get a minifigure out of your home base.



Thereafter, follow the board clockwise until you come back to your coloured aisle.



Each player spins the spinner once; however, a spin of 6 gives another turn, or you are allowed to add another minifigure to the board.

4



If a minifigure lands on an opposing team's minifigure, the minifigure landed on is returned to their home base.

5



When a minifigure has circled the board, it moves up the home-coloured aisle. The first person to move all four minifigures into their home aisle wins.

FRCA

1. Vous devez obtenir un 6 pour sortir une figurine sur la planche de jeu.
2. Parcourez ensuite la planche de jeu dans le sens des aiguilles d'une montre jusqu'à ce que vous reveniez dans le couloir de votre couleur.
3. Chaque joueur fait tourner la roue une fois. Si vous obtenez un 6, vous pouvez rejouer ou ajouter une figurine sur la planche de jeu.
4. Si votre figurine arrive là où se trouve une figurine adverse, celle-ci doit revenir à sa case de départ.
5. Lorsqu'une figurine a fait le tour de la planche de jeu, elle doit monter le couloir de sa couleur. La première personne à placer ses quatre figurines dans le couloir de sa couleur gagne.

ESMX

1. Para sacar una minifigura de tu base, tienes que obtener un 6 al girar la ruleta.
2. Luego, recorre el tablero en el sentido de las manecillas del reloj hasta que vuelvas al pasillo de tu color.
3. Cada jugador sólo puede girar la ruleta una vez por turno; sin embargo, si obtiene un 6 al girar, puede volver a hacerlo o sacar otra minifigura al tablero.
4. Si una minifigura cae en la casilla de la minifigura de un oponente, la minifigura que haya caído debe volver a su base.
5. Cuando una minifigura le da la vuelta al tablero, tiene que empezar a subir por el pasillo de su color. Gana el primer jugador que logra llevar sus cuatro minifiguras hasta la última casilla de su pasillo.

